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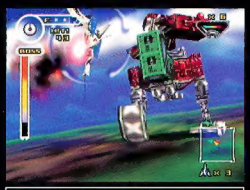

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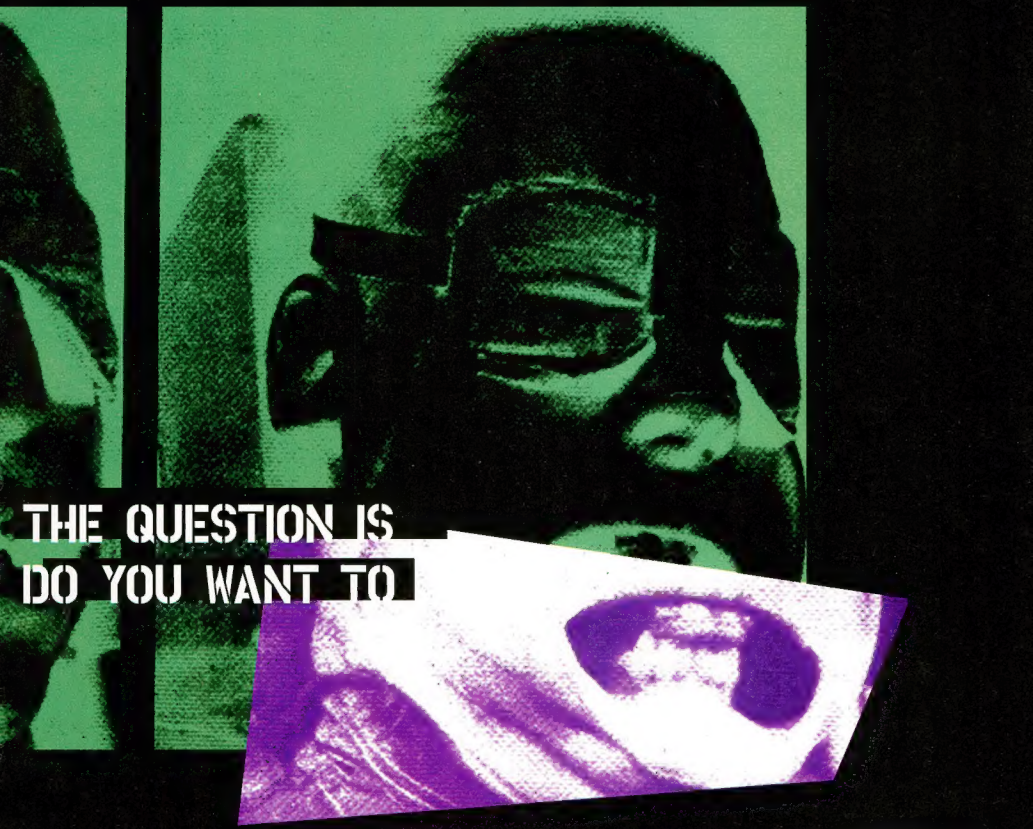

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Welcome to the second issue of MegaFan, the sister publication of GameFan. A lot of changes have occurred since the magazine's inception as a whole new team of staff toiled ceaselessly to provide the video game player with the very best strategy, tricks, codes and secrets for the latest video games. You'll instantly spot that MegaFan is now full-sized, with sections that are easy to access, but the main difference between MegaFan and, er, *other* video game strategy publications is the fanatical care and attention to detail taken to ensure your utmost and continued enjoyment of video games.

> *" a video game magazine made by gamers for gamers with the most detailed strategies and help you'll ever see."*

First of all, you won't find reviews or previews placed in MegaFan to fill up the pages. This is the job of GameFan; MegaFan simply picks the cream of the current crop of video games (meaning every game featured in this issue is an essential purchase), and delves into the title to uncover everything the title has to offer. There's no searching the internet for FAQs to copy word for word either; every guide is created wholly by the staff for your personal enjoyment. And of course, everything is double-checked to ensure the strategies presented are actually correct...

In order for this to happen, MegaFan relies on the talents of a core team of the very best gamers in the business. This assembled team of video-game junkies and freaks comprises Team MegaFan; whose mutated visages are displayed along the bottom of this page. Also, as you'd expect for a magazine that shares office space with GameFan, the screenshots that accompany our guides are simply second-to-none. Our main objective is to show precise shots at the very best screen resolution (something GameFan has always prided itself in); check this issue and you'll see what I mean. The result? Great gaming value, and more strategy for your money.

Finally, I'd like to finish my hard-sell by stating our mission objective: MegaFan is here to provide you with strategy guides to the games you play. So e-mail or write to us; tell us what you think and inform us to construct strategy for your favorite games; after all, the magazine is for you. This is a video game magazine made by gamers for gamers with the most detailed strategies and help you'll ever see. We hope you enjoy the issue, and we'll see you next time.

MegaFan: The game has only just begun...

David S J Hodgson
(Editor-in-Chief)

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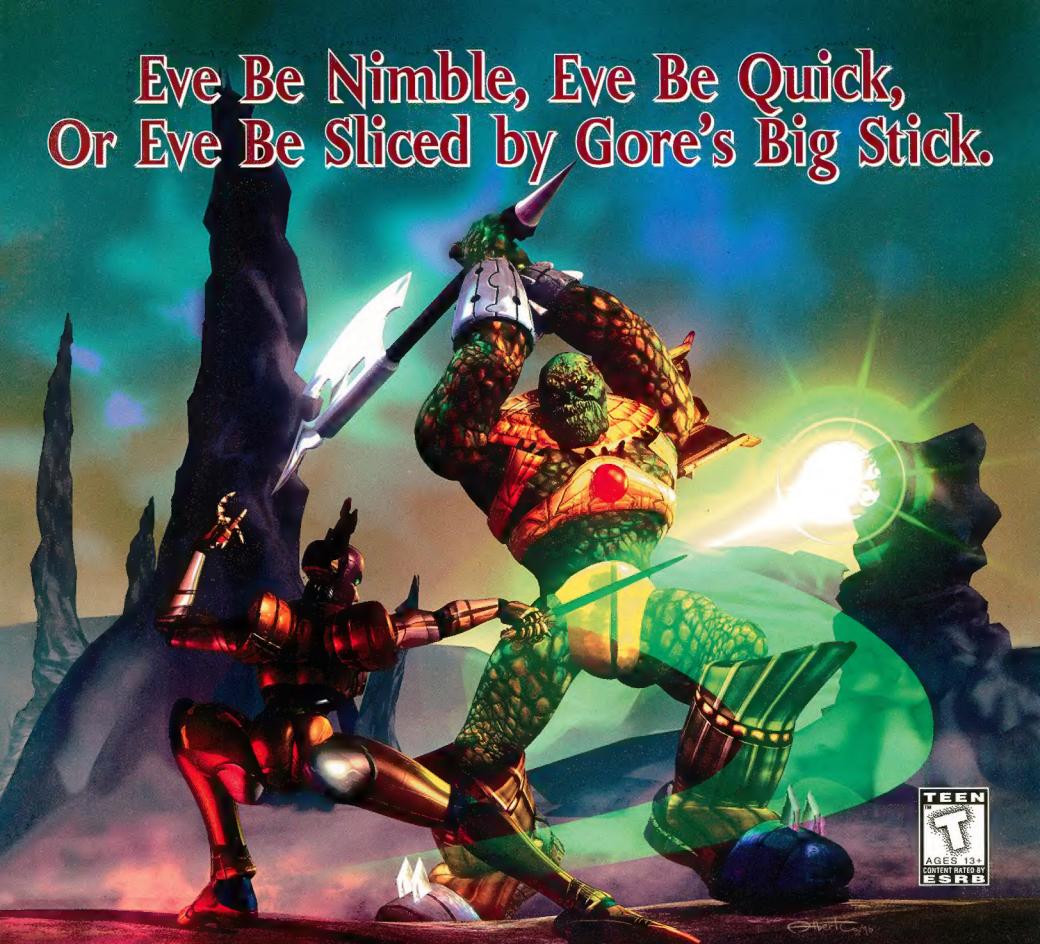
Meet Team MegaFan! From left to right; Knightmare, 2•Skoopz, L.A. Akira, DanGOhead, The Spud, Prince Ratt, Sergeant. H.Core, Waka, Chief Hambleton, Pauly, Blinky and Socrates.

Eve Be Nimble, Eve Be Quick, Or Eve Be Sliced by Gore's Big Stick.



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MEGAFAN CONTENTS

COVER FEATURE

Tekken 3

Namco come out fighting with the best Tekken ever! Even more Rave War with a full moves list for five characters and in-depth training! Learn your fighting arts before the PlayStation version hits!

22

8 Code Zone

You want the most up-to-date codes anywhere? Check these out!

38 Bushido Blade

Square's masterpiece of honorable fighting receives a complete moves list!

44 Street Fighter III

The greatest 2D fighter on the planet gets the strategy it deserves! Hadooooken!

52 Fighters Megamix

Every single Megamix character gets their own strategy and moves list!

62 Suikoden

All 108 characters are revealed in an epic guide spanning the entire game!

74 Wild Arms

The first part of a huge walkthrough, MegaFan shows you every secret!

84 Dark Savior

All five parallels are shown in a guide to this superb role-playing adventure!

88 PowerSlave

An exclusive announcement from Lobotomy which you must read, and all 23 dolls!

94 Super Mario Kart

MegaFan goes all Retro and visits the king of Old School racing! It's all about coins!

96 Starfox 64

No "Zabz Zaba, Udulabua" here unfortunately. Instead, a galactic guide awaits!

104 Q & A

Chief Hambleton awaits in his stinking lair with one thought... reading your mail!

106 Tamagotchi

To round this issue off, the mighty 2•Skoopz™ informs you of a new alien life form...

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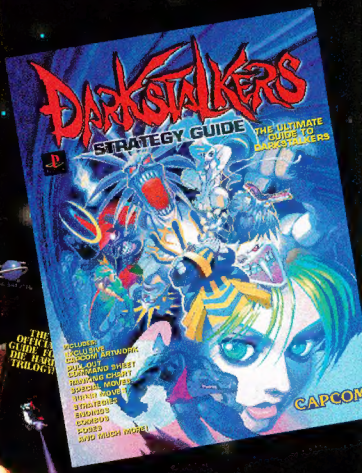

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SONY PLAYSTATION

TOUKON RETSUDEN 2 (IMPORT)

8 Extra Players

Well, it looks like these wrestlers are following the *Tekken* trend of revealing more characters after beating the game. Leave all options default, except the second option from the top (press left twice). Now choose one of the characters listed and finish the Burning Spirits (fight all 18 wrestlers) to receive hidden character. - **Derrick Kotel, MI**

SPACE JAM

Cheat Menu

At the Options Screen, press and hold L1, L2, R1, R2, and press X. A full cheat menu will appear altering gravity, monster size, Toon size, and court size. - **Robert Garcia, TX**

SUIKODEN

Begin with free Prosperity and Fortune Rune

At the very start of the game, go out of the house before meeting Ted, buy supplies, and save. Go out of the town and fight enemies. Gain enough experience (at least level 10). Visit villages to buy armor and sharpen your weapons. Then head to Mt. Tigerwolf. Go through Mt. Tigerwolf until you find the village past it and talk to the villagers. One of the villagers will give you the fortune rune. To get the prosperity rune, do the same as above, but take Ted (make sure you don't go into your room). You can get only one or the other (you cannot get both prosperity and fortune rune). - **Chad Oh, British Columbia, Canada**

BATTLE ARENA TOSHINDEN 3 (IMPORT)

Random Select

At the player select screen, hold R1, R2, L1, and L2 and press any button. - Edward Chow, British Columbia, Canada

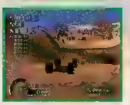
NEED FOR SPEED 2

Track Codes
Secret cars

Track Codes:
LDKMDT - Proving Grounds,
GRDWPG - Outback,
HTYSBG - North Country,
WGVLQG - Pacific Spirit,
BRQQQG - Mediterranean,
LILZIP - Mystic Peaks,
SHOTM - Monolithic Studios
Secret Car: Beating tournament mode earns you the Ford Indigo Proto.
- Craig Iseman, U.S. Army, Germany

RALLY CROSS

Codes



Having trouble flipping your car over fast enough? Feels like your car weighs like nothing? Enter a new season, and type the following:
banzai - invincible to CPU cars
feather- light cars
fat tires - wider tires
float - low gravity
no wheels - wheels disappear
spinner - lowers tire friction
wheels - no chassis
vet me- rookie season complete
stone- heavy cars
im a pro - veteran season complete
weeoo - all seasons complete
Game Shark Code; unlocks all cars and tracks - 800564560106 - Chris Simpkins, WI

MACHINE HEAD

Codes

Enter the following codes at the main menu screen:
Level Select: L1, O, L1, L1, L1, O, O, O, O, L1, L1, O, O, L1, O, L1, O, O, O, O.
Infinite ammunition: O, O, O, O, L1, O, L1, L1, O, L1, O, L1, L1, O, L1, O, L1, L1, O, L1, O, L1, L1, L1, L1.
Infinite energy: O, L1, L1, L1, O, L1, O, O, L1, O, O, O, L1, L1, L1, L1, L1.
Ending Sequence code: 6H9DAQQJ2F
- Derek Obi, KY

DESTRUCTION DERBY 2

Codes

Type MACSrPOO then immediately start a new practice. All tracks should be accessible.
Game Shark Codes:

Always finish first -	8009568E 0001
Always have 500 race points -	80095692 01F4
No damage-	8008A344 0000
	8008A34C 0000
	8008A368 0000
	8008A354 0000
	8008A360 0000
	8008A358 0000
Unlock seven tracks -	80079758 0007
Unlock the derby bowls -	8007975C 0004

- Ryan Dillingham - ME

FINAL FANTASY VII (IMPORT)

Chocobo Breeding

To get a Mountain/Shore Chocobo, go to the Golden Saucer Area and feed the Chocobo a Yarabu Seed (phonetically spelled). To get the Super Chocobo, you must breed a Mountain Chocbo with a Mountain or Shore Chocobo at the stables. To get the Ultra Chocobo, you have a choice of either; 1) Feeding a Chocobo from the Icicle Area a Zeio Seed (phonetically spelled) or, 2) Breeding a Super Chocobo with a Chocobo from the Icicle Area.
- Nathan Flood, WY

FINAL FANTASY VII (IMPORT)

Super 777 Fever

This strange code only occurs after a character reaches a maximum of 7777 hit points. The character will be in a "beserk" type mode during which the character will attack continuously until all enemies are killed, each of his hits will take more than 9999 hit points of damage and no other character will be able to attack before he/she does. After the battle, the character's hit points will be at 1/7777, so cure him/her and you will have the fever for the next match. Of course, this "Super 7 fever" lasts as long as the character has a max of 7777 hit points.
- Paul Hawxhurst, WA

FINAL FANTASY VII (IMPORT)

Game Shark Codes

Infinite Cure 100 HP - 8009B378 9000
Infinite Money - 8009B9F8 FFFF
Infinite HP Hero - 800F84A4 7000
Infinite MP Hero - 800F84A0 03E7
- Carlos Wilson, KY

VANDAL HEARTS

Special class for Ash

There is one Toroah key in every act, and for some there are special items you will ned to get to acquire them. Each Toroah Key is linked to a prism, and if you get all six prisms, Ash can be advanced to Vandalier. **- Mike Greene, MI**

PORSCHE CHALLENGE

Secret Options

These codes are to be done on the screen that shows the options and number of players:
Long tracks - select + up, select + down, start, select
Car jumps - square, circle, square
Invisible Car - square+circle, L2+R2, square+circle, L1+R1, square+circle
Mad Race - up, up+select, left, left+select, right, right+select (note: make sure that player 1 is highlighted blue)
- Johannes Hekkannen, Haukipudas, Finland

JET MOTO

Open all tracks

At the title screen, go to Options and set diffculty to AMATEUR and the trophy presenter to Male. Now go back to the title screen and press Up, Right, Down, Left, Up, Right, Down, Left. Now go to the options screen again and put the difficulty to PROFESSIONAL and the trophy presenter to RIDER'S CHOICE. Go to the title screen again and this time press Up, Left, Down, Right, Up, Left, Down Right on the D-Pad. You should hear a "chick-ching" if done correctly. **- Marcus Bynum, MD**

MEGA MAN 8

Extra Lives

To get extra lives, simply go to Clown Man's Stage. Once there, you will see a clown statue with it's mouth open. Use your Mega Ball (you get this in the beginning of the game) and kick it in the mouth of the clown. You should hear a sound and a 1-UP should appear. You can do this up to 9 times once you get the Exit Part from the lab (4 bolts) and after you defeat Clown Man.
- Reyner Wycoco, Ontario, Canada

NEED FOR SPEED 2

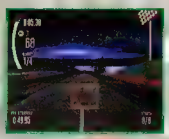
Entering these passwords will allow you to automatically use some secret and very weird vehicles (and er, items) to race:

CITME - Citroen
JEPME - Jeep Truck
VOVME - Volvo wagon
LIMOME - limo
VANME - Volkswagen Van
WAGOME - Covered wagon
CRATME - crate
OUTHME - outhouse
LCME - Land Cruiser (Sport Utility)
BNZME - Mercedes
BUSME - bus
TRAMME - Tram car
BUGME - VW Bug
SEMIME - Semi truck
ARMYME - Army APV
BEETME - old Saab
SNOWME -Snow truck
QUATME - American car
MAZME - mazda miata
LOGME - Log
TREXME - T-rex

Enter this code at the password screen to have a quicker acceleration:

POWRUP - Pioneer engine type

- Paul Schultz, WI



NINTENDO 64

INTERNATIONAL SUPER STAR SOCCER 64

Big Heads
Special Teams

Big Heads: At the title screen, press C-Up, C-Up, C-Dwon, C-Down, C-Left, C-Right, C-Left, C-Right, B, A then hold Z and press Start

Extra Teams: at the title screen, press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, then hold Z and press Start.

- Zach Good, OH

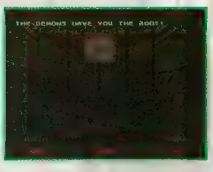
DOOM 64

Cheat Menu
Death Messages
Final Stage

Cheat Menu: Enter the password "?TJL BDFW BFGV JVVB". Start up game, and select "Features". You can now choose from a list of cheats.

Weird Death Messages: After you die, don't press any buttons. Messages will subsequently appear stating utter nonsense.

Here's the password for the final stage, "The Absolution": "W99N DNQJ ZBNO WWLB"
- Zach Good



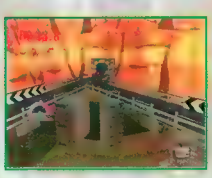
BLAST CORPS

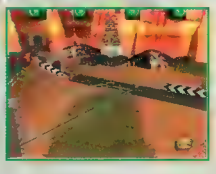
Extra Courses
Ghost Car
Turbo Start

Extra Courses: Complete every mission successfully, and find all six scientists.

Ghost Car: On any racing level, finish the race, then re-enter the level with a different vehicle and you will race against your previous car.

Turbo Start: On any racing level, press the accelerate button as soon as the last light turns green for a turbo start. - Zach Good, OH



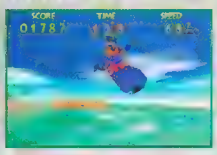


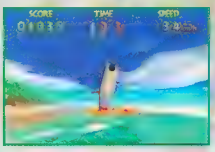
SEGA SATURN

WAVE RACE 64

Extra Stunt Points

While in stunt mode, perform any stunt and press pause. While paused, the announcer should state one of his sayings. Then, when you unpause the game, your stunt points should not appear on the screen; if this happens, you did the trick correctly. When you finish the race, you are awarded in excess amount of points. - David Schiffer, NY



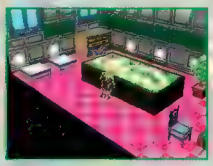


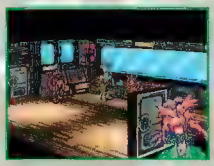
DARK SAVIOR

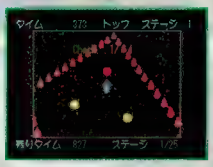
Hidden Game

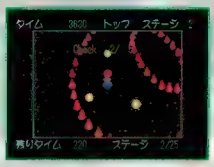
Remember that big box-like shape in the middle of one of the rooms in the ship? Start game in Parallel 3 (look in our Dark Savior section on how to get to Parallel 3) and go back to the room with a game machine.

You can now play the game called Love-Love Mini Racer. - Anderson Cook, MS





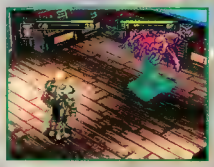
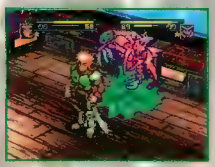
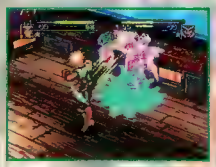
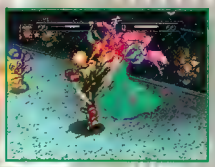




DARK SAVIOR

Secret Attack

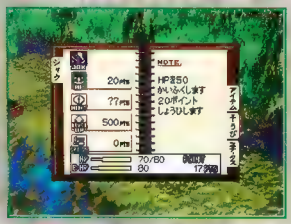
Having a hard time beating Bilan? Having a hard time getting behind him? Why bother, just turn yourself around. When Bilan approaches, give him a good back kick. A back kick will dramatically drain Bilan, just as much as if you were to hit him from behind. - DanGOhead

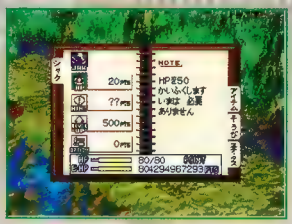





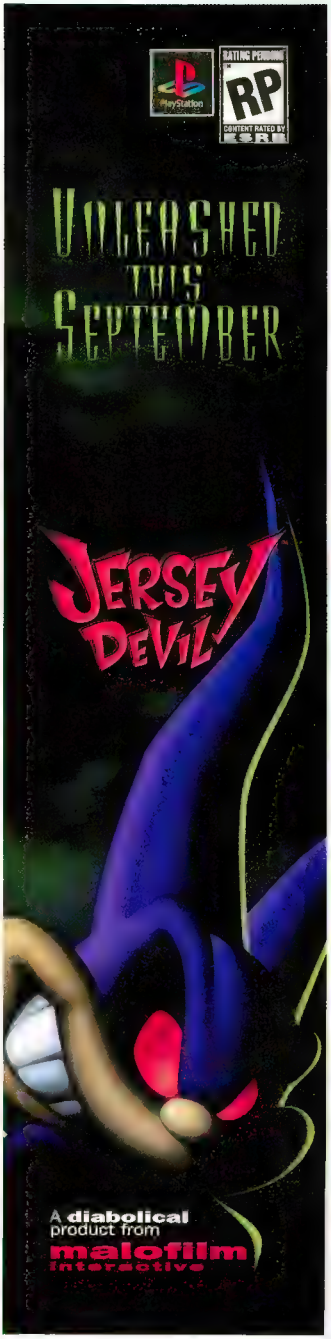
DARK SAVIOR

Bounty Points galore

Here's a code to get so many bounty points that you'll never be able to use them in a whole lifetime. For this trick to work, you need to be slightly damaged, and have between 16 and 19 bounty points. This requires you to fall off areas so that you spend bounty points having Jack rescue you and having enough bounty points by defeating enemies. Now, when you have 16 through 19 bounty points and your health meter is not full, go to your bounty handbook and heal yourself. Despite the fact that it requires you to have 20 bounty points to have Jack heal you, Jack will still heal you. If you return back to the bounty handbook, you have an insane number of bounty points that you can use. - DanGohead



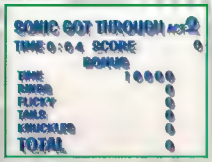


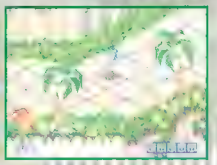


SONIC 3D BLAST

Ultimate Code

If you need help with this rather elementary game, at the title screen press and hold, Up, Left, A, and C and press Start. Start a game normally and, while paused, press one of the buttons to get the following:
A - skip to next act
C - Go to last level
Y - Sonic Medal
B- skip to next level
X - extra life
Z - all chaos emeralds
- Vi Reale, NY





MEGA MAN 8

See all animation

Feel like watching an anime? At the title screen, push cursor on Bonus Mode. Hold buttons L and R and press Start. Now at the bottom of the screen there is an animation mode where you can see all the anime in the game. - Nathan Breaux

BUG TOO!

Invulnerability

Having problems with this insectoid platformer? Then try inputting R, right, A, L, Right, A, down, Y once you've started and paused the game.
- Michael Novick, NY

COMMAND & CONQUER

Cheats and Mission Passwords

Nuclear Missile, Ion Cannon, or Air Strike: At any time during the game, de-select your troops then press: A, B, C, L, D, R, U, L, D, R, U, then press A for the Nuke, B for the Ion Cannon, or C for the Air Strike.

Reveal Map: While playing, press U, D, R, L, A, U, D, R, L, A. All of the map should now be revealed.

Money Code: Press the following for a $5,000 increase; R, L, A, B, C, Z, Y, X, R, L.

Laser Code: For this code to work, you mush have the Orca. Instead of shooting missiles, it will shoot two red lasers. The code is X, Y, Z, R, D, L, U, R, D, L, U, X.

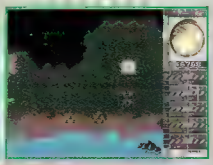
Build Up code: For this code to work, you must have a Power Plant and Barracks/Hand of NOD built. The code is Y, A, B, B, A, D, A, B, B, A, D, U.

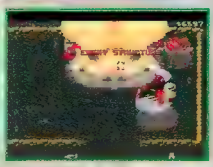
Visceroid Code: Push C, R, A, Z, Y, B, U, B, B, A. This will let you build toxic labs so you can build the Visceroid.

CGI Level Passwords:
2) WW45744GD
3) OYHY8IUYL
4) I7DKOR825
5)WW44HWIA3
6) WWPFOW8VP
7) WWMVVNVXP
8) 6JGTNXNL2
9) 33SLFSUO2
10) H75J2SVTK
11) ENXDYDIFP
12) 84ZWOTZ27
13) WWOHHS3BO
14) 4L29BWIDO
15) K8APUGMOX

NOD Level Passwords:
2) K8SYV8WJK
3) oGKU3ZLOB
4) CNZMEVFV1
5) K8SYEVZDH
6) KQ278650I
7) QT9EBG2MB
8) KQWQ2EFDG
9) UVA3FWGEX
10) WW43E37YN
11) oGERC3ANJ
12) WWDU3KJNG
13) 61A7BI2DW

- Alex Otmakhov, MA





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TAKARA

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TEEN T AGE 13+ ESRB

PlayStation

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PLAYMATES INTERACTIVE ENTERTAINMENT PIE

DAYTONA CCE

Hidden Cars/Animals

Ever wish you could climb into the Daytona car from the first Daytona? Better yet, how bout showing some real horse power? At the Main Menu (Arcade/Time-Attack), press and hold the following buttons, in the following order to get the secret... vehicles.

X+Y+Z+R - select with A-button for the original Daytona Car.

X+Z+L - select with A-button to get the horse named Uma.

X+Z+L+R - select A-button to get the horse known as Uma2.

*Note: codes must be done in this order for them to work. - Alex Otmakhov, MA

BUG TOO!

Cheat Menu

Laziness can get you somewhere sometimes... Start a game with any character and during the game, pause, and enter the following code for the cheat menu which enables level select, character select, sound test, and flying option: L, A, Z, Y, left, right, A, down, right. To access the flying option without going to the cheat menu, enter the following code while the game is paused: L, A, left, L, right, down, down. Now, unpause the game and press the X button to fly. - DanGOhead

FIGHTERS MEGAMIX

Hidden Characters and More!

Play as the Palm Tree: Either of the following reveals the Palm Tree:

1) Play the game for 84 hours, then go to Kumachan and press Z. OR

2) Clear all the courses with five different characters. Play 1000 games, then play course "1". Kumachan turns into the palm tree.

Play as Niku (Meatloaf): To play as Niku, turn the Saturn on (with Megamix loaded) 30 times. This only needs to be done once. Now select Kumachan and press X.

Virtua Fighter 1 Shiba: Press X or Z when choosing Shiba to use a VF1-like version.

School Girl Honey: Beat down the school girl Honey. Then at the character select screen, move to Honey and press X or Z (X is red, and Z is blue).

Training Characters: Increase the number of "OK" counts for all characters in training mode (the total number should exceed 600).

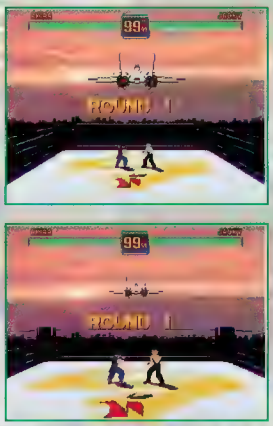
More Options: Play more than 500 times for three more options in the "Options Plus" (Stage type, 1P/2P energy, and no damage).

Hyper Mode: Two ways to get Hyper Mode:

1) Choose Survival Mode, and finish the three difference time limit mode: 3 mins (with 2 wins), 7 mins (with 6 wins), and 15 mins (11 wins). OR

2) Defeat the computer with the default setting in team battle. Hyper mode will appear in Options Plus.

F-14 Fly-By: In 2P mode at BM stage, when the match starts and the round number appears, both players must press the X button at the same time for the F-14 to fly-by. - Alex Otmakhov, MA



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#1 enhanced version of the popular 16 bit title - now impossible to find - Ogre Battle: The March of the Black Queen features improved graphics, additional musical scores, and we have even added spells to look even better than the original version!

Command your army through the Zenobian Empire and reclaim the continent! Along the way, recruit additional characters to join your quest. Once in control, will you hand over power to the rightful ruler or keep the continent for yourself?

Only you can decide!

A proven hit! The name says it all!

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- NON-LINEAR GAMEPLAY.
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"Ogre Battle has Solid Seller emblazoned on it." (*Video Game Advisor—April, 1997*)

ATLUS

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MEGA MAN 8

Boss Order

Here is the best order of defeating the bosses:
First Boss - Mega Ball
Tengu Man - Mega Buster (Charged)
Clown Man - Tornado Hand
Grenade Man - Thunder Claw
Frost Man - Flash Bomb
Astro Man - Homing Shields
Search Man - Flame Sword
Aqua Man - Astro Crush
Sword Man- Water Balloon
Green Bubble Man - Thunder Claw
Duo - Flash Bomb
Bass and Treble - Tornado Hold
1st Dr. Wily - Water Balloon
2nd Dr Wily - Mega Buster (Charged)
- Jimmy Gray, WV

VIRTUAL ON

Reverse Dueling

Lost in space after the ending? Need a ride? When the ending credits play and when you first see Earth, continuously 'roll' your D-pad with your thumb until you see a tiny shooting star-like object fly by Earth (should be when the U.S. SEGA credits roll by). A spaceship will pick you up and send you back to Earth. **- DanGOhead**

MANX TT

Superbikes!

Want to ride on the Super Sega Suzuki bike? Or perhaps a ride that's a bit more lively? When asked to select transmission AT/MT, press Up, Up, Down, Down, Left, Right, Z, Y and you'll be racing sheep. In Saturn mode, at the mode select screen press: Left flap + Right flap button +X + Y + Z at the same time to obtain all the super bikes.
- Mark Paoletti, WA

MISCELLANEOUS

FINAL FANTASY VII

Game Shark Codes

INFINITE GILL
8009B9F8:E0FF
8009B9FA:05F5

EXPERIENCE MAX
C01B1302:1040
801B1302:0000

AP MAX
D01B06D8:1021
801B06D8:FFFF
C01B06DA:0043
801B06DA:3442

MAX HP
C01B178A:1440
801B178A:0000

MAX MP
C01B1882:1440
801B1882:0000

TIME GAUGE SPEED UP
C00A3C52:1040
800A3C52:0000

LIMIT GAUGE POWER UP
D00ADDA4:0005
800A1474:00FF
D00ADDA4:0005
800A1476:3442

SAVE ANYWHERE
800239AA:3C04

STOP TIME
80011634:0000

PAGAN

BATTLE-HUNGRY MISTRESS OF THE BLACK ARTS, HAS BIG APPETITE FOR POWER AND DESTRUCTION. SEEKS SICK & TWISTED LUNATICS FOR FLESH-RIPPING, BONE-CRUSHING FIGHTS-TO-THE-DEATH. MUST HAVE THE STAYING POWER FOR CONTINUOUS, BRUTAL, PUNCH COMBINATIONS TO THE HEAD AND TORSO. SUPERNATURAL POWERS AND MESMERIZING CONTAINMENT SPELLS A MUST.

YOU WON'T FALL IN LOVE.
YOU'LL JUST FALL.

MIDWAY

War Gods

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TOBAL 2

Game Shark Codes

LIFE GAUGE MAX
80123E70:0100(1P)
801260B4:0100(2P)

ALL 185 CHARACTERS
80100D60:FFFF
80100D62:FFFF
80100D64:FFFF
80100D66:FFFF
80100D68:FFFF
80100D6A:FFFF
80100D6C:FFFF
80100D6E:FFFF
80100D70:FFFF
80100D72:FFFF
80100D74:FFFF
80100D76:FFFF
80100D78:FFFF
80100D7A:FFFF
80100D7C:FFFF
80100D7E:FFFF
80100D80:FFFF
80100D82:FFFF
80100D84:FFFF
80100D86:FFFF
80100D88:FFFF
80100D8A:FFFF
80100D8C:FFFF
80100D8E:0003

QUEST MODE: NO FATIGUE
80038804:0000

HP GAUGE MAX
80123E70:0100

MAX MONEY
8012575C:869F
8012575E:0001

LEVEL MAX
801256D4:6363
801256D6:6363
801256D8:6363
801256DA:6363

MUTEKI
8012576C:0100

TETSUJIN
80125774:0100

- Waka

LOMAX IN LEMMINGLAND

Game Shark Codes

INFINITE LIVES
8006B854:0003

ALWAYS HAVE HELMET
8006B714:FFF

BLACK DAWN

Game Shark Codes

INFINITE MISSILES
8005FCF0:0064

INFINITE ROCKETS
8005FCF2:0064

INFINITE NAPALM
8005FCF4:03E7

INFINITE TAC
8005FCF6:03E7

DISRUPTOR

Game Shark Codes

INVINCIBLE
80077660:007D

UNLIMITED PSIONIC
80077668:0064

UNLIMITED 18MM
80056A94:0014

UNLIMITED PHASE GUN
80056A98:0014

UNLIMITED HIFREQ
80056A9C:0014

UNLIMITED AM BLASTER
80056AA8:0014

UNLIMITED LOCK-ON
80056AA0:0014

18MM AUTO GUN
800770FE:0001

AM BLASTER GUN
8007710C:0001

CYCLONE GUN
80077110:0001

LOCK-ON CANNON
80077108:0001

PHASE RIFLE
80077100:0001

PHASE REPEATER
80077104:0001

PLASMA LANCE
80077118:0001

ZODIAC
80077114:0001

ENABLE RAPID FIRE
80077680:0000

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Your Name_____ Age_____ Address_____

City_____ State_____ Zip_____ Male_____ Female_____

1. Which system(s) do you currently own?

Nintendo 64_____ Saturn_____
PlayStation_____ Super NES_____
Genesis_____ GameBoy_____
GameGear_____ Other_____

2. Do you have regular access to a personal computer?

Yes_____ No_____

3. Approximately how many hours a week do you play?

Home Video Games_____
Arcade Video Games_____
Computer (PC) Games_____

4. Have you ever visited a video gaming website?

Yes_____ No_____

5. Have you ever visited www.gamefan.com?

Yes_____ No_____

6. How many games do you buy per year?

_____Video Games _____Computer Games

7. How many games do you rent per year?

_____Video Games _____Computer Games

8. Approximately how much do you spend on electronic entertainment each year? $_____

9. What are your favorite types of games?

(10=favorite, 1=least favorite)

Action_____ Action/RPG_____ Adventure_____ Driving_____
Fighting_____ Platform_____ Puzzle_____ Simulation_____
Sports_____ Strategy_____ RPG_____

10. Where do you buy most of your games?

Dept. Store_____ E. Boutique_____ Babbages_____
Software Etc._____ Toys R Us_____ Sears_____
Toy Store_____ Mail Order_____ Other_____

11. Where do you buy most of your magazines?

Software Store_____ Grocery/Drug Store_____
Book Store_____ Mini Mart_____
Newsstand_____ Subscription_____
Other_____

12. How much time do you spend with each issue?_____Hrs.

13. How many times per month do you refer to the issue?_____

14. Do you plan to buy the next issue? Yes_____ No_____

15. How many people look at your issue No._____

16. Which other video game publications do you read?

Name:_____

17. My household income: (check closest answer/optional)

$20,000-$30,000_____ $30,000-$40,000_____
$40,000-$50,000_____ $50,000-$60,000_____
$60,000-$70,000_____ $70,000-over_____

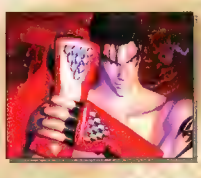
18. What other activities do you enjoy?

Music_____ Sports_____
Movies_____ Internet_____
Other_____

Send completed Survey to: Reader Survey 5137 Clareton Drive, Suite 210, Agoura Hills, CA 91301 all entries must be received by August 31, 1997. For a complete list of rules and details send self addressed envelope to the address above. Void where prohibited by law.

STORYLINE

The King of Iron Fist Tournament 2 was ending, and a battle-scarred Jun commenced her final approach towards Kazuya, now the known source of the demonic incursions that had swept through the competition. Jun was strangely drawn to Kazuya, fell at his feet and was sucked into a bonding union with him. A number of days later, Heihachi strode into Kazuya's inner sanctum, and violently crushed his son in a flurry of fists and feet. The Mishima estate (or 'zaibatsu') was now under his control, and Heihachi, not knowing of the devil residing within his estranged son, threw Kazuya into a volcano crater. Nine months later, Jun and her newborn son were visited by the Devil, and a desperate struggle took place between them both for the soul of their son. Jun, using her ancestors' strength, dismissed this creature, and retired to the remote Yakushima mountains to raise the child.



Meanwhile, a newly empowered Heihachi became the head of the Mishima empire, and actively set about solving disputes between warring factions throughout the world. Trusted by men of extreme power and wealth, the Mishima zaibatsu once again flourished, thanks mainly to the "Tekken Force", Heihachi's private army who journeyed to impoverished countries throughout the world to quell civil war and feed the hungry. A new peace enveloped many parts of the world.

Fifteen years passed, and then, during an excavation in a particularly remote Central American valley, Heihachi's "Tekken Force" discovered strangely carved ruins after a torrential flood ripped apart a hillside. The leader of the "Tekken Force" radioed to Heihachi, stating that a mysterious figure had been seen in the darkened labyrinths beneath the ruins, and Heihachi ordered the capture of the creature. Moments later, a garbled radio message shocked Heihachi; "...the corps are completely destroyed...! He is after me...! Is he the God of Fight?! Arrrgghh!!"

"Just who is this mysterious entity?" thought Heihachi.

Ordering his private helicopter, Heihachi personally embarked on a mission to the ruins to locate his missing troops. Upon touching down, he was surprised at the large number of corpses, and this turned to sorrow when he realized his "Tekken Force" had been ruthlessly murdered by unknown hands. Snapping out of his misery, Heihachi instantly thought of his gain; "If I could control such a destructive entity, my childhood dream of conquering the world could come true! I must face this creature!" Taking a few moments to adjust his fighting pantaloons, Heihachi stepped forward into the darkness...

Weeks later (and with no word of Heihachi's whereabouts), a strange pattern of disappearance began throughout the world. The finest fighters of the strongest soul vanished from their dojos without a trace. High in the mountains, Jun's psychic abilities warned her of a creeping menace approaching. Sitting a 15 year old Jin down beside her, she told him that "a tremendous power is seeking us and our souls. We must prepare for the day of judgment. Go to your Grandfather Heihachi should anything happen to me."

Thick storm clouds welcomed in newly disturbed and powerful spirit, and this creature stalked through the mountains

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until it spied Jun's dwelling. Through the howling wind, Jin battled his way outside to face a giant human, silhouetted against the deep blue sky. Raising his fist to fight, Jin heard his mother scream "run away!" and at that moment, he lost consciousness. When he woke, his mother was dead, and the homestead was burned to the ground. Jin fled to the Mishima estate and pleaded with Heihachi to train him in the arts of Mishima-style karate. After hearing the story, Heihachi brought Jin under his wing.

Pondering Jin's story, Heihachi became convinced that "The God of Fight" needed a strong soul to meld with and become even more powerful, and decided to hold a third King of Iron Fist Tournament. With the very best martial artists battling each other, this "God of Fight" was sure to be lured into a confrontation. After four years of training, a 19 year old Jin is ready to engage all in combat. The King of Iron Fist Tournament 3 starts soon...

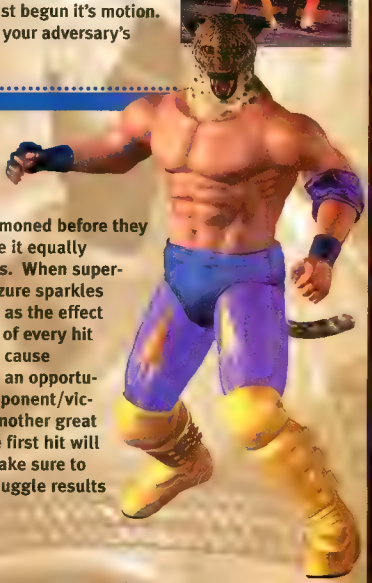
TRAINING

SIDE STEPS

No longer are Tekken warriors constrained to a "flat" fight with 3-D characters set in a tri-dimensional environment. With a simple (but quick) tap of the joystick (either up or down) you can now run or scoot circles around your brutish adversary. Ah...If it were only that easy! Sidestepping effectively requires skill and consideration of a couple of factors that will help you avoid an extended stay at medical facility. The first factor is timing. Precise last second timing is required, or your opponent will redirect in mid attack/combo; thereby defeating the purpose of the sidestep (and possibly beating you in the process). Factor number two is the direction of the dodge. The collision detection works in all three dimensions; so if you slip sideways into the path of an attack (eg. a sweep) it will still connect, even though it may have only just begun it's motion. Gradually memorize the directions you need to sidestep to dodge your adversary's favorite moves.

SUPERCHARGE

A completely new special power for Tekken contestants! Namco programmers must have been up late concocting this elegant conceptual addition to Tekken's proven fighting engine. The Rave Warriors have learned to harness the focused destructive energy summoned before they execute an unblockable attack and distribute it equally throughout their more than mortal physiques. When supercharged, a fighter's hands glow with eerie azure sparkles which stream behind each attack for as long as the effect lasts; thus increasing the damage of every hit landed (even blocked strikes now cause injury). Use this power whenever an opportunity presents itself (when your opponent/victim is near death for example). Another great gift of the Supercharge is that the first hit will be an automatic counter hit, so make sure to use a juggle move first as a high juggle results from any hit.



TRAINING

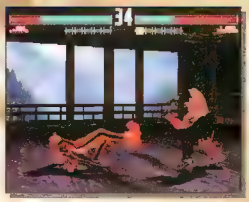
REVERSAL COUNTERS

The evolution of techniques continues! First, all a defending fighter could do was block an oncoming assault. Then, some perceptive gladiators thought up ways to "reverse" an attack by negating it's destructive power; followed by the handing out of some payback. Now we have reversal counters! Some of the combatants didn't appreciate their moves being used against them and have developed counter...er, counters. The skill and timing involved in performing this should be vein-poppingly insane and it is. You must PREDICT the counter (or always do the reversal counter after every move which is extreme in the same way as alligator thumb-wrestling would be) and enter the same command your opponent entered to reverse you (except you press the joystick forward instead of back [F+LP+LK reverse counters a B+LP+LK reversal]).

INSTANT RECOVERY

Getting smacked to the ground is always embarrassing, but now even the most red-headed stepchild has a chance to re-enter the fray of fireworks and pound flesh with the new Instant Recovery ability bestowed upon the active Rave Warriors. Now when you're mailed to the ground, in a flurry of fists and sparkling splintered bursts of radiant energy, you can instantly "return to sender" on your (soon to be painfully surprised) enemy. Simply slam spastically on any button as your bumpy cranium indents the ground, and pop up like nothing emasculating or ego deflating has just occurred. Lest you begin planning the total destruction of all that oppose you because of this new found agility; you can still get hammered if you rise as your antagonizer attacks. However, it can save you from combos that have moves designed to hit you after you've crash landed from a juggle combo (and would have been unavoidable in previous incarnations of the Iron Fist competition).

PICK OFF KICKS



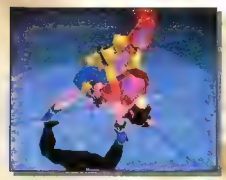
The "kensei" or pick-off kick is another anti-janitorial technique; it's anti-janitorial in the sense that it prohibits the use of your bruised butt to mop the pavement. First off let me mention that it can only be used in the "funeral position" (face up & feet towards) and that it is performed by pressing down on the joystick and the right kick button at the same time. This diminutive jabbing kick will not create any sense of awe in your opponent or the crowd watching your heated fist-fest, but it will quickly bring you to battle readiness while giving a teensy stinging present to your aggressor. The range is short so it seems most useful against close range ducking left kicks, or attacks used to beat your normal 'getting up desperation strikes', but if you whiff with it you'll be just as vulnerable and lame-looking any other time you miss with an attack.

THROW COUNTERING

Throw countering has been changed in Tekken 3 for the better. The buttons required have been reduced and every throw can be countered. The basic formula for most throws is to press the punch button(s) on the same side as the buttons your opponent had to press to perform the throw. In other words, a basic right throw (RP+RK) is broken by pressing right punch, and a throw that uses both punches or buttons from both sides (e.g. RP+LK) is usually escaped by pressing both punches at the same time. You have only one chance to reverse the toss; you cannot press LP then RP to reverse either basic throws. Also, for those opposing the King of beasts, you have a chance to reduce the damage of his Giant Swing as you crash land by doing an Instant Recovery!

SIDE STEP OPTIONS

The new sidestepping capability adds options, and therefore more depth, to the tried and tested Tekken series fighting engine. For one, there is the evolution of side throws for all characters. This is usually preceded by a glorious miss by your opponent and a succulent sidestep by yourself, and it is succeeded by a divinely pristine bombardment of fleshy attitude upon your opposition's physique. Other than the new side throws, the only other built-in options are the "while sidestepping" moves. These moves are executed, as their name describes, during the lateral movement of a sidestep. If you're to be a champion at the new Tekken, you have to adapt to the new concepts it includes; so work sidestepping, side throws, and sidestep moves into your fighting art sooner rather than later.



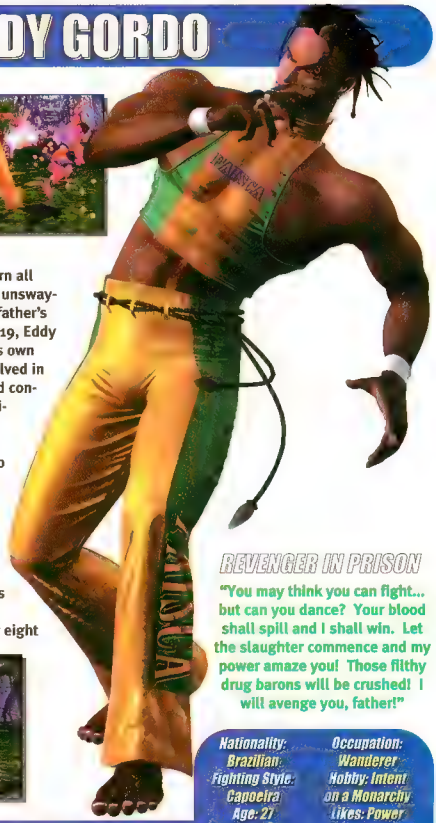
UPPER/LOWER DODGES

In addition to (or instead of) reversals, some characters (for example Forest Law) have non-offensive attack re-directing type moves that knock an incoming strike to the side (true 3-D is here, baby!). This also knocks your attacker off balance, and leaves him/her open for multiple spectacular head-wrenching-martial-art-techniques from your general direction. The opening is small, but with a minimal amount of experimentation you'll be able to find effective follow-ups with the character you love. Prediction (in other words, 'skill') is required in order to choose the correct Dodge for the height of your opponent's move, but the rewards are more than worth it in a close or high level fight. This is an inconceivably sweet addition to the Tekken engine.

MULTI-BUTTON MOVE COMMAND BUFFER

Finally, a unique property of the Tekken control system allows you to hold a button or buttons from a previous command and then just add whatever button(s) is/are missing from the next command and have it still come out like normal. I know an explanation is needed; so, as a common example, every character can press LP (or RP) to throw a jab and then press LK (or RK) while still holding LP (or RP) to execute a basic throw immediately afterwards (normally LP+LK or RP+RK). This is extremely helpful when trying to perform some of the multi-part throws some characters have. For Paul's neck breaker (after tackle RP, hold down+LP, LP, neutral+RK, LP, LP+RP) you can hold the last LP after pressing it, and then just add RP; it will count as LP+RP. King and Nina have many uses for this; usually in-between the last and next-to-last commands of a multipart. An good example for King is during King's Manhattan Drop (LK+RK, LP+RP, LP+RP+LK); hold LP+RP, after pressing them, then add LK. With this basic training behind you, the time is right to meet the first five Rave War competitors this time around...

EDDY GORDO



Born to one of the wealthiest families in Brazil, Eddy began to learn all about becoming a Monarch from a very young age, thanks to his unswaying diligence and gentle demeanor. He would soon succeed his father's position and become extremely rich... or so he thought. When he was 19, Eddy returned from schooling to find his beloved father lying in a pool of his own blood, gasping his last breath. Eddy already knew his father was involved in ridding the country of drug Barons; his months of tireless research and contacts with the criminal underworld had resulted in a detailed file of evidence. But now, all was lost. Eddy's father was dead, and the young Gordo immediately vowed to bring his father's killers to justice. "No!" spluttered his father with his last dying breath, "Now is not the time to fight back! Take the blame for my death and hide yourself in jail."

This excellent student fell from grace and landed in prison; condemned to a hellish existence among the deadliest scum of all. Eddy often wept at his hopeless situation, and this moping turned into anger and hate for the murders of his father. Then during a riot at the jail, Eddy witnessed an extraordinary incident; a mysterious old man with stunning fighting skill. Thrilled by the style of this man's arts, he asked him what techniques he employed. Capoeira was the answer. He then began a harsh daily training session which lasted for eight years until the power of Capoeira was in his grasp.

Eddy turned this art into a deadly weapon, driven by an all-consuming hate for the narcotics Barons. Once released from prison, Eddy heard about the "King of the Iron Fist competition", and made inquiries about the Mishima empire. With the Mishima troops under his control, Eddy thought, an exacting plan of bloodthirsty revenge could commence...

REVENGER IN PRISON

"You may think you can fight... but can you dance? Your blood shall spill and I shall win. Let the slaughter commence and my power amaze you! Those filthy drug barons will be crushed! I will avenge you, father!"

PROFILE

Nationality: Brazilian
Fighting Style: Capoeira
Age: 27
Height: 188cm
Weight: 75kg
Blood Type: B
Occupation: Wanderer
Hobby: Intent on a Monarchy
Likes: Power
Dislikes: Powerlessness

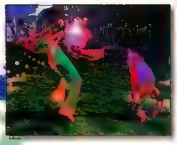
STRATEGIES

That spinning Tasmanian freak from Saturday morning cartoons has nothing on our deadly dancer Eddy! The key to the effectiveness of Eddy's art depends upon several elements: epileptic confusion, movement from technique to technique (like streams to and from a river), and good old intuitive psychology... plus mashing on the buttons sometimes has pleasant results.

First things first. Learn how to link Eddy's moves together. Many of Eddy's techniques give you the option of coming out of the move in a position which sets you up for other moves. These positions include sitting, lying down, or in a handstand, and each of these positions have insanely acrobatic moves linked to them. This attribute makes Eddy the attacking pattern master. As you play, memorize the series of moves (attacking patterns) that give you good results. As a general rule of dance, these patterns will involve changes in move heights, combinations of moves that cause you to look open for an attack when you're actually lying in wait, unusual and unexpected actions that are effective at beating retaliations, and invincibility (not really, but if your opponent can't catch the beat then he'll get banged and bashed all over the dance floor).

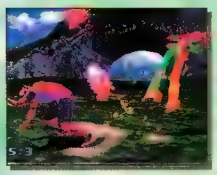
Good moves are many, good uses are endless. His DF+LP is quick and safe even if done in a row. Breakdancing is coming back with Eddy's Slippery Kick (standing, sitting, or in a handstand) RK, (quickly) LK. Done correctly, your opponent's cranium will wish it had stayed in it's fat shoelace-covered closet. His incredible double leg kicks (the moves that use LK+RK) are good when mixed in your strategy but not when used repeatedly. The Kneecap Crusher has good range and can be used after a (very close) DF +LP, B+LK pattern (a Knee Thruster pattern). Use DF+LK to get into the handstand position instead of the "Hit me please, my last name's Dullard!" move F+LP+RP. Finally, get the rhythm of Eddy's Rodeo Spin throw; it breaks the most bones of all of his throws and Eddy finishes with a lot of room to GET BUSY...

MOVE LIST

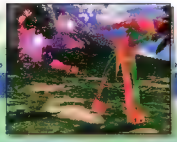


Name	Command
Rio Deal	close to opponent
Rio Special	close to opponent
Missile Launcher	close to opponent left side or
Shadow Dancer	close to opponent right side or
Air Mail	close to opponent's back or
Reverse Throw	show your back to opponent or
Rodeo Spin	
1-2 Elbows	
Barbed Wire (Rainmaker)	
Barbed Wire (Rainmaker) to Handstand	
Slippery Kick (Leg Circle)	
Slippery Kick (Leg Circle) to Handstand	
Slippery Kick (Leg Circle) to Side Flop	during
Boomerang	
Satellite Moon	
Samba	
Head Banger-B	
Samba to Slippery Kick	
Bushwacker	
Shin Cutter	
Cut Crosser	
Cut Cross Header	
Cutting Leg Whipper	
Bushwacker to Hot Plate Special	
Roundhouse	or
Leg Whip	
Thong Bikini	
Mars Attack	
Shin Cutter Combo	
Kneecap Crusher	
Back Handspring	
Fire Kick	(or)
Fire Kick & Relax	(or) (or)
Brush Fire	
Knee Thruster	
Back Summy	
Back Summy with Scoot Kick	
Back Summy with Fire Kick	
Back Summy Crouch	
Elbow Uppercut	
Lunging Brush Fire	

Name	Command
Lunging Brush Fire to Laydown	
Lunging Brush Fire with Fade Away	
Illusion with Spin Kick	
Freak Show	
Freak Show to Crouch	
Toe Tap	
Toe Tap to Laydown	or
Circle Kick	while standing up
Face Jammer	while standing up
Fruit Picker	
Supercharger	
Hammerhead	while crouching
Tuck N' Roll	while crouching
Crying Needle	while crouching
Front Stinger	while crouching or standing up
Front Stinger with Retreat	while crouching or standing up
Front Stinger with Roll Out	while crouching or standing up
Knee Slicer	during Relax
Low Header	during Relax
Panama Wings	during Relax
Low Front Stinger	during Relax
Low Front Stinger Cancel Kick	during Relax
Low Front Stinger Combo	during Relax
Reverse Scoop Up Kick	during Relax
Slippery Kick Combo	during Relax
Rio Delight	during Relax

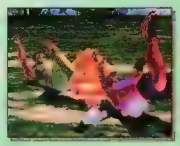


MOVE LIST

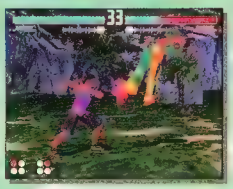


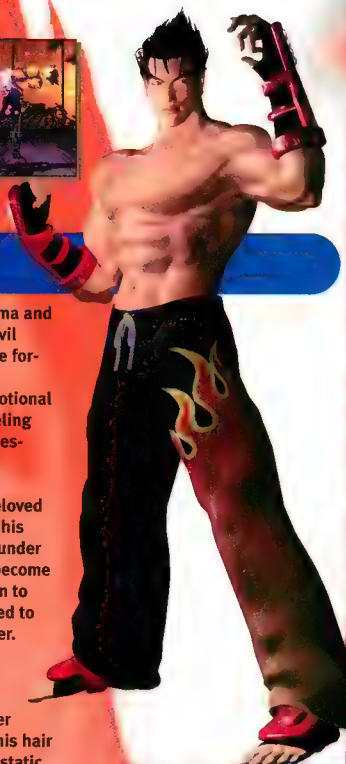
Name	Command
Handstand	↑ ◉◉
Handstand Backward	during Handstand ←
Handstand Forward	during Handstand ↘
Handstand Walking	during Handstand →
Handstand to Armadillo	during Handstand ↑ ◉◉
Handstand Perch	during Handstand ↓
Handstand Tilt Right (F)	during Handstand ↑
Handstand Tilt Right (B)	during Handstand ↓
Handstand Tilt Right (Low Kick)	during Handstand ↑ ◉◉ or ↓ ◉◉
Handstand to Helicopter	during Handstand ◉
Handstand to Circle Sit	during Handstand ◉◉
Handstand to Circle Stand	during Handstand ◉◉
Handstand to Scoot Kick	during Handstand ◉◉ ←
Handstand to Giant Step	during Handstand ◉
Handstand to Combo	during Handstand ◉ ←
Handstand to Flop Kick	during Handstand ↓ ◉
Handstand to Flop Right	during Handstand ◉
Handstand to Flop Left	during Handstand ◉
Handstand to Circus	during Handstand ◉ ◉ ←
Handstand to Carnival	during Handstand ◉ ◉ ◉
Handstand to Super Carnival	during Handstand ◉ ◉ ◉ ←
Handstand to Calypso	during Handstand ◉ ◉ ◉
Handstand to Dive	during Handstand → → ◉
Handstand to Straight Flop	during Handstand ↑ ◉◉ or ↑ ◉

Name	Command
Rewinder	◉
Rewinder	↓ ◉◉
Jumping Jacks (Right Step Piston Kick)	Sidestep or Rewinder ↑ ◉◉
Jumping Jacks to Laydown	Sidestep or Rewinder ↑ ◉◉ ↓
Jumping Jacks to Back Kick	Sidestep or Rewinder ↑ ◉◉ ◉◉
Jumping Jacks to Evil Stinger	Sidestep or Rewinder ↑ ◉◉ ↓ ◉◉
Hot Plate Special	Sidestep or Rewinder ◉◉
Hot Plate Special to Handstand	Sidestep or Rewinder ◉◉ ←
Twister Scoop to Back Plant	Sidestep or Rewinder ◉◉
Twister Swirl Kick	Sidestep or Rewinder ◉◉ ←
Twister Swirl to Back Plant	Sidestep or Rewinder ◉◉ ◉◉ ←
Twisters	Sidestep or Rewinder ◉◉ ☆ ◉◉
Twister Combo	Sidestep or Rewinder ◉◉ ◉◉
Jumping Jacks-Hand Staps	Sidestep or Rewinder ◉◉
Jumping Jacks-Mirage	Sidestep or Rewinder ◉◉ ◉◉
Jumping Jacks-Island Mirage	Sidestep or Rewinder ◉◉ ☆ ◉◉
Jumping Jacks-Wheel Kicks	Sidestep or Rewinder ◉◉
Jumping Jacks to ducking	Sidestep or Rewinder ◉◉ ↓
Jumping Jacks-Sao Paulo Special	Sidestep or Rewinder ◉◉ ◉◉ ↙ ◉◉ ↗ ◉◉
Jumping Jacks-Dos Sole	Sidestep or Rewinder ◉◉ ◉◉
Jumping Jacks-Cruncher	Sidestep or Rewinder ◉◉
Handstand to Rotator	during Handstand ↑ ◉◉ ↓ or ↑ ◉◉ ↓



COMBO





JIN KAZAMA

Jin Kazama is the illegitimate son of an unholy union between Jun Kazama and Kazuya Mishima. After a spiritual battle between his mother and the evil contained within his father, Jun took her son and vanished into a remote forest deep in the Yakushima mountains. Once away from civilization, Jin's upbringing became a quest for spiritual fulfillment; made all the more emotional by Jin's past torments. Learning Jun's self-defense techniques and channeling his inner Chi into mental powers (and conversations with his mother's ancestors), Jin became fascinated by the power of lightning (a summoning skill passed down from his father).

After the great "God of Fight" destroyed his home and vanquished his beloved mother, a 15 year old Jin fled into the safety of his grandfather's estate. Training hard every day under the supervision of Heihachi, Jin's goal was to become a master of advanced Mishima karate, and then to confront this mysterious entity. Heihachi proved to be a considerably talented and knowing teacher.

Four years later, a 19 year old Jin Kazama has mastered both the Judo arts of his mother and the Mishima karate of his father (he even sculpts his hair using summoned static electricity). Now he begins to take action as a deadly martial artist...

FATAL LIGHTNING

"The forces of nature shall prevail! Take heed, o hated God of Fight; my electrical storms will surround and strike you down! I shall not fail you, mother dear!"

PROFILE

Nationality: Japanese
Fighting Style: Advanced Mishima karate, Kazama self-defense
Age: 19
Height: 188cm
Weight: 75kg
Blood Type: AB
Occupation: Martial Artist
Hobby: Forest Bathing
Likes: Mother's principles
Dislikes: Deceiving others

STRATEGIES

The benefits of excellent lineage have never been more lucidly proven than in the Mishima/Kazama combination of uncontrollable electromagnetic power and incomprehensible dancing combinations present in this Iron Fist Tournament. He has head-ringing power at every attacking height, an ominous tackle, bone-crushing move counters, and even an impervious electro-forcefield!! A lack of sidestepping versatility may be a weakness, but Jin really has no need for fancy footwork.

From his mother's side he has dance-like moves that, while not performed with the sublime elegance of Jun, are highly effective additions to the Mishima "More power!" camp. The Three-Ring Circus is an old — typically overused—favorite of Jun players because of the hit heights, potency of the selectable last strike, and sureness in juggles. Jin is the middle level master; so sometimes mix this combo in after a blocked Twin Lancer (or just DF+LP). This will often catch opponents off-guard who are expecting follow-ups (after the Twin Lancer) such as; an LP combo, move counter, throw, Lazer combo, heel drop, et cetera. Another use of the Three-Ring Circus is to lift a pummeled and juggled opponent off the ground for more abuse; even after the Left Splits Kick or the first kick of the Spinning Demon you can sometimes tag this combo on afterwards. Other maternally inherited moves are the Double Lift Kick and Tooth fairy. The Double Lift Kick is very short range so use it after the Twin Lancer, crouch dash (et cetera), but the Tooth Fairy has nice reach, power, and launching capabilities (as long as the shards of your adversary's teeth don't shoot into your eyes as he "lifts off"). And finally... those counters; you know about these by now, use and abuse!

From Kazuya's dysfunctional and confused (not to mention demonic) side are the usual F, neutral, D, DF type moves (Rising Uppercut and Spinning Demon being best), axe kicks (DF+RK,RK is useful), Round House to Triple Spin Kick (Evil. Just plain evil), Flash Punch Combo (more useful than the Demon Slayer,; plus the third hit can be delayed), and the Demon Scissors (can you say "combo finisher?" I knew you could). The pleasures of powerful and perpetually perplex pensive people...

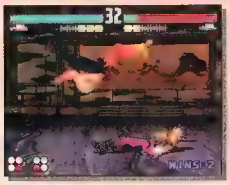
And finally from the jinster, we have an excellent selection of bone-breaking attacks... let us begin. First off are the Lazer combos; which are delayable, powerful, and long range (the whole combo moves you forward quite a bit). With a counter hit, all three strikes of either combo is a 'true' combo (unless your opponent blocks the last hit by pressing F instead of B), but even if the last hit is blocked, you're not left that vulnerable. His main harassment attacks (along with the common low punch or kick) are his Twin Lancer (GOOD... 'nuff said), 893P (stuns opponent, and creates an opening when it connects), and the Demon's paw (pulverizing hitting power and pretty good recovery). Last is the Force... a repelling atomic aura charge that makes an attack bounce off Jin like a hot air balloon in an Autumn breeze. Boing...

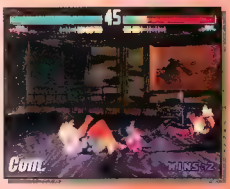
MOVE LIST

Name	Command
Double High Sweep	close to opponent
Over the shoulder Reverse	close to opponent
Shoulder Flip	close to opponent's left side or
Over the Limit	close to opponent's right side or
Chicken Butcher	close to opponent's back or
Reverse Throw	show your back to opponent or
Stonehead	close to opponent →
Ultimate Tackle	↓ (or ↙)
Ultimate Punch	during tackle
Cross Arm Lock	during tackle
Ultimate Punch to Cross Arm Lock	ultimate punch x 3
Complicated Wire	↓↙←
Wrist Chuck Slam	close to opponent ↘
Counter Attack	← (or ←)
3 Ring Circus	
3 Ring Circus Combo	↓
Tooth Fairy	during side step
Spinning High Kick	→
Back Spin Kick	
Double Lift Kick	↓
Force	←
Supercharger	
Left Right Combo	
Twin Lancer	↘

Name	Command
Leaping Side Kick	→ → →
Shoot The Works	
Shoot The Works Upper	→
Upper Cut	while standing up
Knee Kick	↘
1-2 Knee Kick	
Tsunami Kick	while standing up
Flash Punch Combo	
Demon Scissors	
Rising Uppercut	☆ ↓ ↘
Dragon Uppercut	☆ ↓ ↘
Dragon Uppercut to Spinning Middle Kick	☆ ↓ ↘
Dragon Uppercut to Spinning Low Kick	→ ☆ ↓ ↘
Spinning Demon	→ ☆ ↓ ↘
Demon Slayer	
Twin Pistons	while standing up
Left Splits Kick	→ →
Lightning Uppercut	←
Lightning Screw Uppercut	←
Roundhouse to Triple Spin Kick	↗
Heel Drop	↘
Heavy Body Blow	← →
Lazer Cannon	← →
Lazer Scraper	← → ↘
893P	→
Demon's Paw	→ →

COMBO

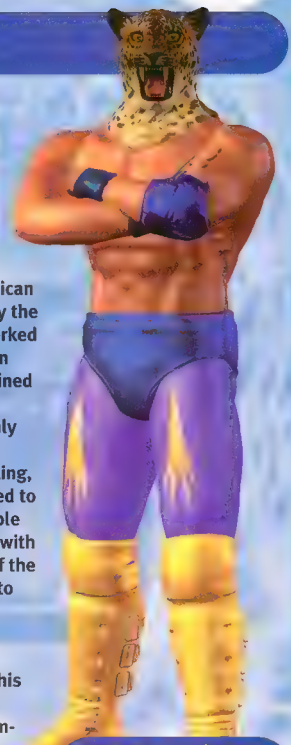




ANGER OF THE BEAST

"Where is the God of Fight, the murderer of my master?! Fear not, small children, for the new King is here! Quake with terror, the anger of the beast is upon you!"

KING



A street urchin was brought up in a Mexican orphanage owned by the original fighter to bear the name 'King'. By the age of 24, this wrestler worked hard with King until one day, news broke of King's tragic death by unknown hands. Seeing that the orphanage would crumble into ruin (the money gained from King's wrestling matches was the only funding received), this man donned the mask of King and imitated his style. Unfortunately, he had only seen King's wrestling moves as a child, and he lost every competition he entered. One day however, another man with a mask visited the new King, introducing himself as an old friend. This fellow was Armor King, interested to find out if rumors of King's successor were true. Armor King was responsible for the first King's death, and full of remorse, he trained this new wrestler with a host of bone-crunching moves and more techniques besides. The guilt of the old King's death lay heavy on his shoulders, and training this new fighter to take King's throne was a way of showing respect.

For four years the two of them trained, and the new King learned quickly; maturing into a forceful wrestler with extreme power; known as King the Second. Told by Armor King that the "God of Fight" killed King the First, this new player's rage became unstoppable. "My master died at his hands?" roared King the Second, "He shall pay with his miserable life!" King's trembling fists became wet with the tears of Armor King. With a nod of his head, King shook Armor King by the hand... an old friendship had been restored, and a grim secret would never be revealed. Now the new King must prove himself in the ring.

PROFILE

Nationality: Mexican	Occupation: Professional wrestler, Orphanage manager
Fighting Style: Wrestling	Likes: Drinking beer, victory with Armor King
Age: 28	
Height: 208cm	
Weight: 80kg	
Blood Type: A	
Hobby: Pleasing children	Dislikes: Tears of children

STRATEGIES

This new King may not truly be the king of the beasts, but he may well be the monarch of this tournament! No character, in any game, has as many throws as our fair furry friend. Ducking or standing, sideways or turned around, laying face up or face down; in no position is your opponent safe from the throw-happy paws of our favorite Iron Fister. Mastery of King's throws is of the utmost priority, but setting up his gruesome grapples and just general scrapping is also part of the day's events.

As even the most nearsighted of players can see, the new King is a big boy. His moves are slow so restrain your arsenal to a few strong moves until your opponent is primed for a big move or throw. Harass with DF+LP, DF+RP, DF+LK, and if close, DF+RK (Down-Forward the death out of your potential throwing dummy! Oh yes!).

DF+LP and DF+LK have the best range and are the most useful in breaking your opponent's blocking tendencies. DF+RP and DF+RK are good close range moves used when your unruly foe expects a throw and tries to counter. At middle range, switch up between F, F+RP and F, F, neutral, RP (remembering to Jaguar Driver any victim stunned by this). Similarly, use his Stagger Kick and the Stagger Kick into Spinning uppercut; mixing these up into a deadly, savage brew.

After breaking in your quarry, these moves will put them in their rightful place... as your dogs. Unblockables like LP+RK, F+LP+RP, (if close) F, F+LP+RP, and (turned around) LP+RP are good if your prey begins to hesitate, think, or block too much. If your target starts to guess and attack, use moves like (sidestep) LK+RK, UF+RK, or F, neutral, D, DF+LP+RP.

Throw at any opportunity. Notice when your opponent cowers and blocks, then POUNCE! Since most characters are quicker than King, they will try to beat him to the punch, so improve your sidestepping timing, and side throws will come as a matter of course. Ground throws (the fear bringer without equal) are set up by good technique against grounded enemies. Rip apart your challengers when they attempt to escape the pavement with harassment or power moves; this makes them wait before getting up, and in so doing, a ground throw is given birth...

MOVE LIST

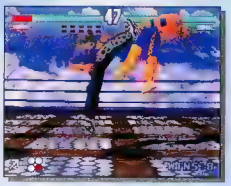
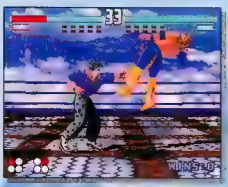
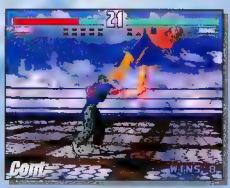
Name	Command
Palm Attack	
Palm Attack to Attack	
Exploder	or
Running Exploder	
Convict Kick	
Capital Punishment	
Stagger Kick	or
Stagger Kick	or
Elbow Drop	(or or)
K's Flicker	
Stomach Smash	
Crouching Uppercut	
Head First Lunge	
FrankenSteiner	
Jab Uppercut	
Jab Uppercut	while crouching
Moonsault Body Press	
Jaguar Lariat	
Elbow Drop	
Spinning Uppercut	after first hit of stagger kick
Disgraceful Kick	
Head Spinner	
Atomic Blaster	turn back
Deadly Boomerang	during side step
Lay Off	close to opponent
Black Bomb	
Leg Breaker	
Knockout Punch	during side step
Shoulder Tackle	
Supercharger	
Ultimate Tackle	or or or
Ultimate Punch	after tackle
Cross Arm Lock	after tackle

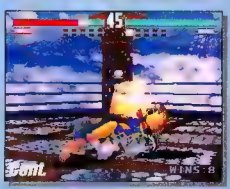
Name	Command
Cross Arm Lock to Arm Twist	during cross arm lock
Leg Cross Hold	after tackle
Stretch Combo	during leg cross hold
Shoulder Cracker	close to opponent's upper half while lying on back or
Swing Away	close to opponent's lower half while lying on back
Head Bomber	close to opponent's lower half while lying on back
Figure Four Leg Lock	close to opponent's lower half while lying on back
Over Turning	close to opponent's left or right side while lying on back or
Wing Tearer	close to opponent's upper half while lying on face or
Half Boston Crab	close to opponent's lower half while lying on back or
Camel Clutch	close to opponent's left side while lying on face or
Bow and Arrow Stretch Hold	close to opponent's right side while lying on face or
Throw Away	close to opponent
Throw Away Feint	close to opponent
Throw Away Knock Down	close to opponent
Throw and Destroy	close to opponent
Turn Around	close to opponent
Pile Driver	close to opponent
Boston Crab	wait 10 frames during piledriver
Double Arm Face Buster	during pile driver
Hi-Jack Backbreaker	at stomach smash counter hit
Jaguar Driver	at stomach smash counter hit
Standing Heel Hold	close to opponent
Indian Death Lock	during standing heel hold
King's Bridge	during indian death lock
Single Toed Foothold (S.T.F.)	during standing heel hold
Scorpion Death Lock	during standing heel hold
Arm Breaker	close to opponent
Triple Arm Breaker	during arm breaker
Arm Breaker to Head Jammer	during arm breaker
Struggle Combination	during arm breaker to head jammer
Chicken Face Wing Lock	during arm breaker
Dragon Sleeper Finish	during chicken face wing lock
Rolling Cradle Finish	during chicken face wing lock

Name	Command
Reverse Arm Slam	close to opponent ↘
Reverse Arm Slam	close to opponent ↘ ↘
Back Drop	during reverse arm slam
German Suplex	during back drop
Power Bomb	during german suplex
Giant Swing	during power bomb
Muscle Buster	during power bomb
Reverse Stretch Special Bomb	close to opponent ↘
Reverse Stretch Special Bomb	close to opponent ↘ ↘
Cannonball Buster	during reverse stretch special bomb
Manhattan Drop	during cannonball buster
Victory Bomb	during manhattan drop
Giant Swing	during victory bomb
Muscle Buster	during victory bomb
Cannonball Buster	during side step (when grabbing opponent's back, left or right side)
Manhattan Drop	during cannonball buster
Victory Bomb	during manhattan drop
Giant Swing	during victory bomb

Name	Command
Muscle Buster	during victory bomb
Winding Nut	close to opponent
Suplex	close to opponent
Argentina Backbreaker	from opponent's left side or
Knee Crusher	from opponent's right side or
Half Boston Crab	close to opponent's back
Cobra Twist	close to opponent's back
Stretch Buster	close to opponent's back ← →
Reverse Throw	show back to opponent or
Falling Headlock	close to opponent ↓ ↙ ↓ ↙
Tombstone Piledriver	close to opponent ↙ →
Spinning Throw	close to opponent → ← ↙ ↓ ↘ →
Frankensteiner	↘
Figure Four Leg Lock	close to opponent ↙
Knee Bash	close to opponent ↘
Muscle Buster	↓ ↙ ←
Jumping Power Bomb	opponent crouching ↓ or ↓
Lower Dodge	↙ (or ↓) or ↙ (or ↓)
Leg Screw	correspondent to attack ← or ←
Double Heel Hold	correspondent to attack ← or ←

COMBO



FOREST LAW

RE-ENTER THE FLAMING DRAGON

"Your honorable defeat will show my father that his son is fit to rule the Law dojo! Thank you Paul... now prepare to be crushed!"

The son of Marshall Law, Forest has trained long and hard at his father's dojo (he will eventually own this school of excellence), and while his skill in the 'Marshall' Arts has been honed, past atrocities have made Marshall very wary of his son's safety; to such an extent that he has forbidden Forest to enter any contents with martial artists outside Marshall's group. In fact, the only fighter other than Marshall's pupils that Forest sees is Marshall's old friend, Paul Phoenix, who visits every three months to spar with Marshall.

One month however, Marshall was absent (building a new dojo), and Paul arrived to ask Forest to join him in his style of training. Stoutly refusing this offer, Paul coaxed him again; "Are you afraid?" he asked. "No!" answered Forest, before they both clambered onto Paul's bike for a joy-ride. After the race, an unsteady Forest dismounted and told Paul he was forbidden to fight with others and the third King of Iron Fist Tournament wasn't for him. "But Forest," replied Paul, "you have a better talent than your father!" Perplexed, Forest wondered if this was true. Eventually, Paul convinced him to enter the competition (and Forest used his credit card to pay for the both of them); this was the perfect event to test whether Forest was skilled enough to inherit his father's dojo.

Finally, Forest left the dojo, and rode off to the competition against his father's wishes. An enraged Marshall returned later to discover his dojo empty and a note left behind written in Paul's script; "Your son is stolen!".

Nationality: American
Fighting Style: 'Marshall' Arts
Age: 25
Height: 177cm
Weight: 66kg
Blood Type: B
Hobby: Shopping

Occupation: The future second master of the Marshall Dojo
Likes: Credit Cards
Dislikes: Riding tandem on a bike with Paul Phoenix

STRATEGIES

PROFILE

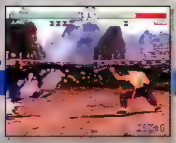
Marshall's boy, Forest, is up to no good with eraser-head Paul; lucky for him he has some 'god-Lee' skills to protect him from the less enlightened 'disbe-Lee-vers'. The cool new stance, duds, and movement immediately slap you with the realization that this isn't the same Law you've been playing for years, but similarities abound. What you can be sure of are the poor, unfortunate, and hurtin' victims of his fantastic flipping feet. Let the Dragon re-enter his domain...

Forest has inherited most of his father's infamous flip kick combos. His Front Kick, or Low Kick (or the similar Rampage), or Double Impact to Somersault combos are usually the most ravaging. This is due to the fact that they are true combos; if the first hit counters an opposing fighter's strike, juggles can follow with innate ease. The Triple Head Kick to Somersault can also catch a rival martial artist off guard with fluid-losing results. Other kicks worth mentioning (and using, upon your rigidly styled opponent) are the Dragon's Tail and Slide Kick. Make high blockers pay dearly.

Of the old punch techniques, his Machine Gun Arrow into the Rave War Combo (F+RP, RP, RP) is still sound and worth trying, but cut the Rave War Combo at the second hit if you don't get a counter-hit.

With Forest, it is definitely time to try his unique techniques. Forest stayed up many late nights creating two useful rushing additions to his father's style. The Junkyard Kick is good to use since it requires skilled blocking to defend (stop at the second hit and follow with a low move or throw to set up the punt kick) and the final blow catapults the victim skyward in a most jugglicious fashion. This can also be said about the Dragon Storm; other than looking divinely devastating, Forest can delay the second or third strikes slightly; psychology and (martial) art as one! Mix delayed hits with stopping, followed by the Dragon's Tail or a hopping RK. The Dragon Whip can be skillfully used to bring homicidal results. Randomly or insightfully mix up what follows between the; Elbow Spring Kick, Dragon Back Blow, low kick, or a hopping kick. Whip 'em good, baby!

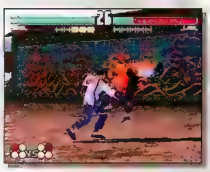
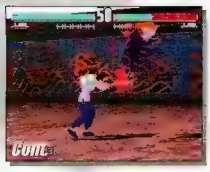
MOVE LIST

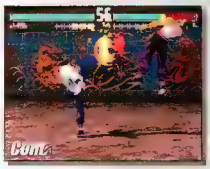


Name	Command
Hopping Frog	close to opponent
Dragon's Fire	close to opponent
Headlock Kick	close to opponent's left side or
Ballbreaker	close to opponent's right side or
Dragon Bites	close to opponent's back or
Reverse Throw	show your back to opponent or
Headlock Punch	close to opponent
Headlock Drop	close to opponent
Knee Lift	close to opponent
Run Up To Drop	
Upper Dodge	or
Lower Dodge	[or] or [or]
Fake Step	
Junkyard Kick	
Supercharger	
Blackout	after Supercharger
Mugging	after Supercharger
Frogman	
Dragon Whip	
Elbow Spring Kick	
Poison Arrow	
Somersault Fake	[or or]
Dragon Storm	
Fake Step	
Fake Step Blow	during Fake Step
Tricky Trap	after Fake Step
Tricky Fist	after Fake Step
Tricky Low Kick	after Fake Step
Tricky Mid Kick	after Fake Step

Name	Command
Left Right Combo	
Mid Kick	
Catapult Kick High	[or or]
Catapult Kick Low	[or or]
Shaolin Spin Kick	
Machine Gun Arrow	
Rave War Combo	
Rave War Combo	
Rainbow Kick	[or or]
Dragon Low Kick	while crouching
Triple Head Kick	
Mid Kick Combo	perform during Triple Head Kick
Slide Kick	while crouching
Crescent Kick	
Running Side Kick	
Charge Power Punch	[to cancel]
Double Impact	while crouching
Low Kick to Somersault	
Front Kick to Somersault	while standing up
High Kick to Right Somersault	
Body Blow to Somersault	[or]
Triple Head Kick to Somersault	
Jumping Kick to Somersault	[or or]
Quick Somersault	
Back Flipper	or
Dragon's Tail	
Rampage	while crouching
Side Kick to Somersault	while standing up
Double Dragon	show your back to opponent or
Fake	[or or]

COMBO



YOSHIMITSU

Doctor Boskonovitch completed the final circuit, and a newly mechanized Yoshimitsu roared into life. Now, not only had the doctor refitted Yoshimitsu, but had also previously saved his life. Fully fitted with bio-mechanical parts, this creature was capable of crushing human skulls with his mere hands, but Yoshimitsu was a reasonable fellow. He and his organization (the 'Manji') spent their days helping the poor and needy at the expense of rich traveling merchants. Over time, the 'Manji' transformed from a band of roving ninja bandits to a fully fledged political party.

Yoshimitsu's scientist meanwhile, had his own agenda. Boskonovitch started to restore his own daughter from the cold sleep machine he had previously developed, and commenced in-depth research and experiments on eternal youth and life; an ambition he could hope to realize now that his safety was assured. Of course, the massive expense of such a project meant that the 'Manji' were out in force, collecting and raising funds for Boskonovitch's study.

In recent times, Yoshimitsu heard through his underworld contacts that professional martial artists were disappearing . Unmoved by such fanciful talk, he continued his deeds and visited Boskonovitch's research center as usual. To Yoshimitsu's surprise (and bemusement), the good doctor was acting in an extremely unusual manner. Visibly shaking, the doctor stammered to Yoshimitsu that an accident had left him infected with a mysterious pathogenic organism. A glazed expression transformed the doctor's face, and he told a shocked Yoshimitsu that research on his daughter had revealed the existence of the "God of Fight". Further tests had lead him to the conclusion that the blood of the "God of Fight" contained the only known cure for the doctor's illness. Yoshimitsu knew his next mission; to enter the third Iron Fist tournament, obtain the creature's blood, and save the doctor's life.

MECHANIZED NINJA

"Yoshimitsu hungers for blood! The pain of the God of Fight's death will be agonizing... The blade thirsts for you, mighty warrior. Face me and be cut down!"

PROFILE

Nationality: None (Ex-Japanese)
Fighting Style: 'Manji' Ninja Arts
Height: 178cm
Weight: 63kg
Age: Unknown
Blood Type: O
Occupation: Leader of the 'Manji' party

Hobby: Watching Sumo Matches, Net Surfing
Likes: Video game arcades (especially in Shinjuku)
Dislikes: Villains, Video Gamers with an attitude

STRATEGIES

The spinning cyborg is back and better than ever with new ways to slice apart or magically mend his increasingly mechanized body. Speed is usually a given for ninjas in fighting games, but this one is lacking in this area compared to the fleshy combatants he faces. His unusual moves are what save him from the useless bin... that and his excellent uppercut, a couple of good RK moves, and his new UF+LK+RK combos.

First, you need to use DF+RP and DF+RK to harass your target and force them to give you enough time to execute a sword move, a spinning move, or a throw. If the DF+RP connects, follow-up with a juggle combo of your choosing, and/or his UF+LK+RK, B+LP, U+LK+RK (or RK, DB+LP) combo (this can hit grounded opponents). If the DF+RK hits, repeat, come in for a throw, or prepare your mind (and hands) to reverse (B+LP+RK) or Dodge (D+LP+LK or D+RP+RK) any oncoming retaliation. Another good move to sometimes throw out is Yoshi's Hopping RK. It has a high priority, and can stop most simultaneous attacks by your adversary. Another move that is supreme versus simultaneous attacks is the Yoshimitsu Blade!

Once an excitable enemy has calmed down, you can use some of your slow, but tricky moves like his Solar Kick (followed by D+LP+RK or a basic throw [you'll automatically turn around]), Shark Attack Blow, Door Knocker To Back Knuckle, Deathcopter Trick, Moonsault Slayer, Sweep (D, DF+RK), and Spinning Sweeps into Falling Tree (DB+LK,LK,LK,LK, neutral+RK).

His new techniques have interesting properties and uses. B+LP+RP (setting up for Poison Breath) puts Yoshi in a position where he is too low to be hit by high level attacks or throws (a ninja move for sure!), and, if the breath hits its mark, you can get a small combo if you're speedy. Fancy Flea (U+LP+RP) frolicking includes; avoiding throws, countering low attacks (like getting up kicks), and giving your opponent an awkward challenge to deal with (especially if you get off line with them). Finally, the Hara-kiri Dance is only to be used when you're completely butt spanking your opponent (in other words, you have a full bar and they're wheezing their last breath with nearly no energy at all).

MOVE LIST

Name	Command
Jumping Body Slam	close to opponent
Sword Hit to Face	close to opponent
Wheels Of Hell	close to opponent's left side or
Spiritual Division	close to opponent's right side or
Tornado Drop	close to opponent's back or
Reverse Throw	show back to opponent or
Rainbow Drop	
Lower Dodge	(or) or (or)
Samurai Cutter	crouching
Shark Attack Blow	
Back Blow	
Back Flipper	show back to opponent
Slap-U-Silly	during Manji-Agura Crouch
Destroying Thunder	
Wood Chopper	
Door Knocker	
Door Knocker to Back Knuckle	
Flea	to cancel
Avoiding the Puddle	(or or)
Solar Kick	
Lifesucker	during Solar Kick or during Energy Charge
Energy Drain	during Solar Kick → or during Energy Charge →
Running Flea	during Flea → or ←
Jumping Flea	during Flea or or
Slap-U-Crazy	
Deathcopter Trick	
Moonsault Slayer	
Bad Stomach	
Poison Breath	any button during Bad Stomach
Harakiri Dance	
Poison Wind	
Flash Slice	after seven hops ☆

Name	Command
Fubuki-Storm	
Tree Felling Kick	during Ninja Arts Manji Swap
Death Slash	
Desperate Scream Fist	
ZigZag	
Knee Cap	
PK Combo	
PDK Combo	
Manji-Agura Crouch	
Thousand Sensations	energy recovery during Manji-Agura Crouch
Kyuuga Cannon	during Manji-Agura Crouch
Flying Air-Attack Fist	during Death Copter
Windmill	☆
Slap-U-Silly	
Madoi-Nashi-No Confusion	
Madoi Confusion	hold
Urei-Nashi-No Grief	
Hyuuga Cannon	
Karin-Flower Wheel	(move depletes life gauge)
Sengaku-Bukuuha	during Thousand Sensations
Continuous Hell Fist	release joystick to cut
Yoshimitsu Flash	
Yoshimitsu Blade	
Energy Charge	during side step
Energy Field	during Energy Charge
Ants in Your Pants to Kangaroo Kick	during Flea
Bronze Fist	during Poison Wind
Steel Fist	during Bronze Fist
Gold Fist	during Silver Fist
Silver Fist	during Steel Fist
Death Copter	
Stone fist	
Ninja Arts Manji Swap	
Triple Scattered Flower	

COMBO

Tekken 3 ends. Join us next time for the remaining characters and some interesting surprises!

武士道

BUSHIDO BLADE™

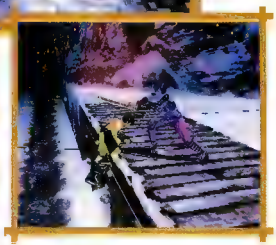
"This is Bushido..."

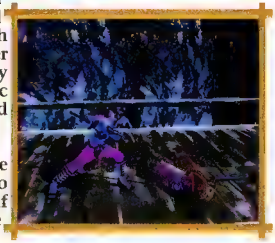
This game is all about Respect. It is the way of Bushido. To the right, you'll find some of the most common ways to lose Respect with your opponents. Guess which screenshot is the most obvious no no.

When you're playing a one player game and want to see an ending, you must obey the following: Do not strike an opponent who is talking, climbing, or who has fallen. Don't throw sand in your opponent's eyes. And most importantly, hit your opponent from the front, never from behind. To make things just a hair harder, you cannot get hit. That literally means your character shouldn't acquire any bandages throughout the game.

So what if you're not into Respect? Well, for starters, kiss those second endings good-bye (when in one player mode), but most importantly, you're not playing the game correctly. Sure you can speed finger the Triangle button, but honestly, how long is that going to hold your attention?

To keep this game fun, both players must obey the rules of *Bushido Blade* (Slightly modified from one player rules): Only strike an opponent from the front, never from behind, and don't strike an opponent who has fallen, or who is climbing a wall. Once you get used to it, you'll find that the matches last much longer, with much less 'one hitter quitters' going around. Not only this, but you'll see just how strategic this game can be when two seasoned players take the controls.





Take some time out, and study the following pages if you're not to familiar with *Bushido Blade*. And if you're a veteran, it's never too late to brush up on a few moves!

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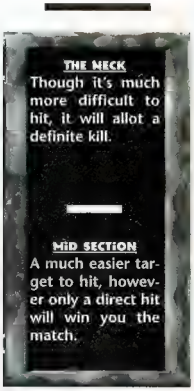
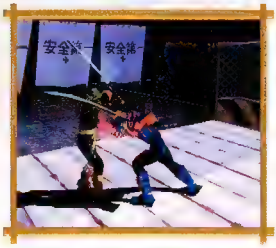
Vital points. Know the Score.


THE NECK
Though it's much more difficult to hit, it will allot a definite kill.
MID SECTION
A much easier target to hit, however only a direct hit will win you the match.

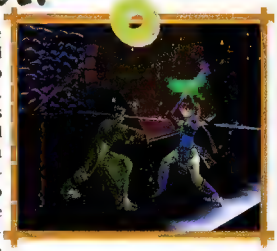


Because *Bushido Blade* is based on actual techniques, and not super hyper flamin' fireballs and spirit-moves, you've got to get familiar with a different method for dealing healthy chunks of damage on your foe.

This is where Vital Points come into play. There are three vital points (Neck, Belly, Legs), but only two will score a sure-fire kill; the Neck and Mid Section. A swift piercing blade through any of these sections will do the job, but make sure you hit well inside your opponent. Most attacks which hit at the appropriate heights have some sort of serious delay afterwards leaving you open, so it's imperative that these strikes to the job on the first try!

Parry perfect.

Correct!



Incorrect!

Where's my guard button? The Guard or Parry move is accomplished with the Square button. And as no surprise, it's quite difficult to master. The purpose for the guard or parry is to deflect your opponent's attack, and counter-strike while they are stuck in their recoil animation. If you properly time pressing the Square button to the exact moment you are about to be hit, you'll see a Green hit spark signifying a clean Parry, giving your the upperhand. Be careful; it is much more difficult to parry a heavier weapon than yours, and in most cases this will actually not work in your favor. Try to anticipate or dodge such attacks.

Don't give up!

COMMAND	DESCRIPTION
	Move Back and Forth
	Move Up and Down
	High Attack
	Mid Attack
	Low Attack
	Throw Sub Weapon
	Throw Sand/Snow
	False Stance (Taunt)
	Fall on Back
	Defend/Parry
	Sit Upright (Seppuku)

If by chance you lose your legs in combat, don't give up! There's still plenty of hope to come out on top.

Feigning vulnerability is a good tactic, really. Now your opponent is obligated to come to you for the kill. This leaves plenty of opportunities for a perfect parry. You can also combo an approaching opponent by throwing sand in their eyes and immediately cutting them down. Or if all else fails, lay on your back and spring up at them with your sword; this has proven to be very effective. Finally, to the left is the basic techniques list for when you're in a fix, and the following pages contain a complete moves list. En garde!

ブラックタイス

Black Tatus
Sex: Male
Born: Ireland
Age: 35
Height: 186 cm
Weight: 81 kg

Weapon of Choice: Rapier

Rapier

レイピア
0.9 kg
75.0 cm

HIGH POSITION	MEDIUM POSITION	LOW POSITION
Tateharai	Gashinmentsuki	Suriashiganmentsuki
Chushintsuki	Yokoharai	Makigiri
Kahotsuki	Kahotsuki	Suriashikahotsuki
Shirizokiganmentsuki ←+	Shirizokinadegiri ←+	Sumenagashi ←+
Suzumechirai ←←	Hidarifuikomiganmentsuki ↑+	Shirizumiashiharai ←+
Hidarifumikomichushintsuki ↑+	Migifumikomiganmentsuki ↓+	Hidarifumikomimakigiri ↑+
Migifumikomichushintsuki ↓+	Fumikomiganmentsuki →→+	Migifumikomimakigiri ↓+
Fumikomitateharai →→+	Fumikomichushintsuki →→+	Okinatsu →→+
Fumikomichushintsuki →→+	Suriashiganmentsuki ←→+	Mayoiganmentsuki →→+
Tobikomisukuinge ←→+	Tametsuki ←→+	Tobikomimusugi →→+
Tateharaichushintsuki	Tsukisanren	Sumimatoi ←→+
Chushintsukiniren	Sanzugoe	Fumikomimakigiri ←→+
Fumikomiurauchi ←→+	Hosojanome →+R2	Kazarisumimatoi
Mosojanome →+R2	Narukagamiryuhiken•Janome →+R2R1	Ganmentsukikasane
Narukagamiryuhiken•Janome →+R2R1	Narukagamiryuhiken•Osorecokina →→+	Hosujanome →+R2
	Muraigure	Narukagamiryuhiken•Janome →+R2R1

ミカド

Mikado
Sex: Female
Born: Kyoto
Age: 22
Height: 166.8cm
Weight: 59 kg

Weapon of Choice: Naginata

Naginata

ナギナタ
2.2 kg
181.0cm

HIGH POSITION	MEDIUM POSITION	LOW POSITION
Furiorushinuchi	Suichokuuchi	Chikachinanameuchi
Douuchi	Nanameuchi	Douuchi
Suneuchi	Migisusoharai	Suneuchi
Jagamisuneuchi →+	Fugifumikomisusoharai →+R	Fumikomisunetsuki →+
Shirizokimenuchi ←+	Shirizokikozugi ←+	Urauchi ←+
Hidarikawashidouuchi ↑+	Hidarikawashidouuchi ↑+	Shirizokiyukatsuki ←+
Migikawashidouuchi ↓+	Migikawashidouuchi ↓+	Hidarikawashidouuchi ↑+
Fumikomidouuchi →→+	Tsuki →+	Migikawashidouuchi ↓+
Hashiritfuriageuchi ←→+	Shiranui →→+	Ganmenuchi ←→+△
Hashiridouuchi ←→+	Oroshiuchi ←→+	Chihoutsuki ←→+
Katatemenuchi →→+	Nanameuchisusoharai	Okaneshiten
Furiaroshimenuchisandan	Suichokuuchifurue	Benishiten
Douuchigaeshi	Shiranuigaeshi →→+	Kasumibouchi ←→+
	Tsukifurue ←→+	
	Narukagamiryuhiken•Okurijouchin ←→+R1	

Katana

HIGH POSITION	MEDIUM POSITION	LOW POSITION
Shinchokugiri	Shinchokugiri	Shinchokugiri
Kechigiri	Kechigiri	Dogiri
Kaitengiri	Susoharai	Furiage
Ukenagashi ←+	Ukenagashi ←+△	Shirizokikaitengiri ←+
Shirizokishinchokugiri ←+	Shirizokiyoknharai ←+○	Hidarisuberikaitengiri ↑+
Hidarikawashidoharai ↑+	Hidarikawashidoharai ↑+○	Migisuberikaitengiri ↓+
Migikawashidoharai ↓+	Migikawashidoharai ↓+○	Fomikominodoki →→+
Tsukiorshi →→+	Fumikomishinchokudo →→+	Hososuriage ←→+
Suberigiri →→+	Hashirikonomitsuki →→+	Futosuriage ←→+
Arashinchokugiri ←→+	Shinchokutatakigiri ←→+	Jumonji
Shinchokugyakudo	Harai ←→+	Kawasemissen
Kaitentobikomitatakitsuke	Kechigirimie →+	Narukagamiryuhiken•Jigahachi →+R2
Narukagamiryuhiken•Jigahachi →+R2	Haraitsuki ←→+	Narukagamiryuhiken•Janome →+R2R1
Narikagamiryuhiken•Janome →+R2R1	Narukagamiryuhiken•Jigahachi →+R2	Narukagamiryuhiken•Kabutowashi →+R2
Narukagamiryuhiken•Kabutowari →+R2	Narukagamiryuhiken•Janome →+R2R1	Narukagamiryuhiken•Kanetataki →+R2
Narukagamiryuhiken•Kanetataki →+R2	Narukagamiryuhiken•Kabutowari →+R2	
Katateshinchokugiri ←→+	Narukagamiryuhiken•Kanetataki →+R2	

打刀
全重 1.5kg
全長 92.0cm

Nodachi

HIGH POSITION	MEDIUM POSITION	LOW POSITION
Tatakitsuke	Shinchokugiri	Shincokugiri
Kesagiri	Kesagiri	Wakiharai
Hizakudaki	Ashiharai	Furiage
Shirizokitatakitsuke ←+	Suichokutatakitsuke →+	Shirizokihizauchi ←-
Jagamihizakudaki →-	Shirizokidoharai ←-	Sunefuiuchi →+
Hidarikawashikesagiri ↑+	Hidarikawashikesazgiri ↑+	Hidarikawashidouchi ↑+
Migigawashikesagiri ↓+	Migikawashikesagiri ↓+	Migikawashiyosegiri ↓+
Katatetatakitsuke ←→+	Fumikomikubiharai →→+○	Fumikomiyosegiri →→+
Kesagirimawashi ←→+	Shinchokutatakigiri ←→+△	Fumikomihizauchi →→+
Kokuzan	Suki ←→+	Tobikomishinchokugiri ←→+△
Kesagirifutae	Tsubameotoshi →+	Oomawashigiri ←→+
Hizakudakikatatetatakitsuke	Sukudoharai ←→-	Gyoutenzan
Shinchokutatakigiri →→+	Narukagamiryuhiken•Kabutowari →+R2△	Jumonji
Narukagamiryuhiken•Kabutowari →+R2△		Narukagamiryuhiken•kabutowari →+R2
		Oborozuki ←→+
		Orochi

野太刀
全重 1.9kg
全長 119.0cm

Name: Kannuki
Sex: Male
Birth: Okinawa
Age: 28
Height: 191.5 cm
Weight: 90 kg
Weapons of Choice: Hammer, Broad Sword

Hammer

金槌
重量 4.5 kg
全長 83.5 cm

HIGH POSITION	MEDIUM POSITION	LOW POSITION
Tatenaguri	Tatenaguri	Zenshintatenaguri
Kesanaguri	Kesanaguri	Kaitendounaguri
Kaitenashinaguri	Ashinaguri	Ashikudaki
Shirizokitatenaguri ←+	Shirizokiyokoharai ←+	Shirizokiashiharai ←+
Hidarikawashikesanaguri ↑+	Hidarikawashikesanaguri ↑+	Hidarikawashikaitendounaguri ↑+
Migikawashikesanaguri ↓+	Migikawashikesanaguri ↓+	Migikawashikaitendounaguri ↓+○
Fumikomitatenaguri →→+	Fumikomitatenaguri →→+△	Yokonaguri ←→+
Fumikomikesanaguri →→+	Fumikomikesanaguri →→+	Ashikudakitatenaguri
Fumikominaguriage →→+	Kaitentobikomitatenaguri ←→+	Zensintatenagurifutae △△
Tobikomitatenaguri ←→+	Mawashinaguri ←→+	Kabutowari →+R2△
Tobikomidounaguri ←→+	Kesatatenaguri	Jigahachi →+R2
Kasanetatenaguri	Kesazutsumi	Tatsumakikuzure ←→+
Kesadounaguri	Kabutowari →+R2	Mawarinoshishi
Kabutowari →+R2	Jigahachi →+R2□	
Jigahachi →+R2		
Kusabikuzure →→+△		

Broad Sword

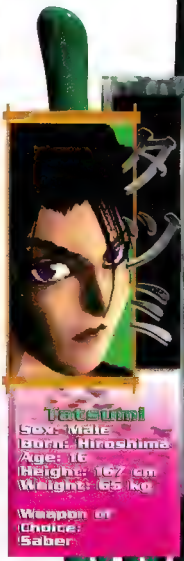
騎士道ソード
重量 4.1 kg
全長 85.0 cm

HIGH POSITION	MEDIUM POSITION	LOW POSITION
Noutenkudaki	Noutenkudaki	Zugaiwari
Nagiharai	Sakotsukudaki	Senpugiri
Hizakudaki	Susoharai	Sukuiage
Shirizokinoutenkudaki ←+	Hidarikawashisakotsukudaki ↑+	Uchiharai ←+
Hidarikawashinagiharai ↑+	Migikawashisakotsukudaki ↓+	Shirizokihizakudaki ←+
Migikawashinagiharai ↓+	Fumikominoutenkudaki →→+△	Hidarikawashisenpugiri ↑+
Fumikominoutenkudaki →→+	Fumikomisakotsukudaki →→+	Migikawashisenpugiri ↓+
Fumiknominagiharai →→+	Fumikomisusoharai →→+□	Katatenfurioroshi →→+
Fumiknomihizakudaki →→+	Mawaridou ←→+	Tobikominoutenkudaki ←→+△
Tobiknominoutenkudaki ←→+	Sakotsukudakinagiharai	Mawarisune ←→+
Shirahae ←→+	Yakiroyuohi	Sugaiwarinitren
Suiheimorohagiri	Narukagamiryuhiken•Kabutowari →+R2	Usaharainoutenkudaki ←+
Hizakudakiagokudaki	Narukagamiryuhiken•Heishiki•Jikakeshi →+R2	Narukagamiryuhiken•Kanutowari →+R2
Noutenkudakinirensukuiage	Karakannuki	Narukagamiryuhiken•Heishiki•Jigawachi →+R2□
Narukagamiryuhiken•Kabutowari →+R2		
Narukagamiryuhiken•Heishiki•Jigahachi →+R2		

Saber

HIGH POSITION	MEDIUM POSITION	LOW POSITION
Suichiyokugiri	Ganmentataki	Suichokugiri
Sukuiage	Katatekechigiri	Katatedougiri
Katateashiharai	Katatesusoharai	Tsukitooshi
Shirizokisuichokugiri ←+	Shirizokitataki ←+	Chibakikatatetsuki ←+
Hidarikawashisukuiage ↑+	Hidarikawashikatatekechigiri ↑+	Shirizokimusubi ←+
Migikawashisukuiage ↓+	Migikawashikatatekechigiri ↓+	Katateashigiri →+
Fumikomisuichokugiri →→+	Shizukuryu →→+	Hidarikawashikatatedougiri ↑+
Fumikomiashiharai →→+	Suichokutatatkitsuke ←→+	Migikawashikatatedougiri ↓+
Tobikomisuichokugiri ←→+	Katatesusoharaikaitenkechigiri	Fumikomiashiharai →→+
Katatetsuki ←→+	Midaregiri ※△○	Ninkyougiri ←→+
Suichokukatatedougiri	Kannongiri	Homuraryu ←→+
Kamaitachi	Narukagamiryuhiken•Kannongaeshi	Suichokunitkyougiri
Narukagamiryuhiken•Noberumai →+R2	Narukagamiryuhiken•Noberumai →+R2※	Bochitsugiri ←→+※○△
Narukagamiryuhiken•Senbontoishi ←→+		Narukagamiryuhiken•Noberimai →+R2※
Yafureguruki →→→+		Kuchibiuchi ※△

セイヨーツルギ
重量 1.2 kg
全長 72.0 cm



Tatsumi
Sex: Male
Born: Hiroshima
Age: 16
Height: 167 cm
Weight: 65 kg

Weapon of Choice: Saber

Long Sword

HIGH POSITION	MEDIUM POSITION	LOW POSITION
Suixhokugiri	Suichokugiri	Ganmenuchi
Tsuranuki	Katatekechigiri	Kurikomikaitengiri
Katateashiharai	Katatesusoharai	Johougiri
Shizokisuichokugiri ←+	Shirizokikatateyokoharai ←+	Sorigiri ←+
Hidarikawashisuichokugiri ↑+	Hidarikawashikatatekechigiri ↑+	Shirizokijohouchi ←+
Migikawashisuichokugiri ↓+	Migikawashikatatekegiri ↓+	Hidarisuberikatatekaitengiri ↑+
Migifumikomichushintsuki ↓+	Tobikomikatatemen ←→+	Migisuberikatatekaitengiri ↓+
Ninkyougiri ←→+	Tobikomikatatetsuki →+	Fumikomihaimenuchi →→+
Fumikomikatatekaitengiri ←→+	Katatekechigirimie	Tobikomitsukiaroshi ←→+
Katatesuichokuzutsumi ←→+	Sensugaeshi	Shishiodoshimen
Tateharaichushintsuki	Narukagamiryuhiken•Janome →+R2R1※	Chirou ←+
Kitsutsuki	Tobikomiyokoharai ←→+	Narukagamiryuhiken•Janome →+R2R1※
Narukagamiryuhiken•Janome →+R2R1※	Ayame →→+	
	Noborimai•Shinohiryuu →+	

セイヨーブレード
重量 1.4 kg
全長 79.0 cm

Hotarubi
Sex: Female
Born: Russia
Age: 25
Height: 179.5 cm
Weight: 69 kg

Weapon of Choice: Long Sword

完

Slap down cheese merchants with MF's two-part mini-guide to Capcom's most beautifully animated fighter yet!

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THE ARTS OF SFIII

Welcome, one and all, to MegaFan's coverage of the arcade legend, *Street Fighter 3*. In it, you'll find the very best strategy for using the latest world warriors, along with hints on their trademark super moves and their most effective combo. In order to distance ourselves from other 'guides' to this title, we've employed the services of two tournament players who actually know the game, provided the very best screenshots imaginable (no blurred photographs here!), and checked and double-tested every single move. The result? Unmatched coverage of the best 2D fighter on the planet! And to kick-start this phenomenal fight-fest, here's a quick run-down of helpful hints that every character can use. Off to the Street Fighter dojo we go...

SUPER ARTS

You can choose one of three Super Arts... it can greatly effect the outcome of the fight. Some characters can store more than one Super, and some characters power up their Super Bar faster than others. Certain Supers are better than others for different situations. They are relatively easy to perform, usually two half circles with punch or kick (←↙↓↘→ ←↙↓↘→ + P or K)

Each super gauge has a different length, which is the reason why some power up faster than others.

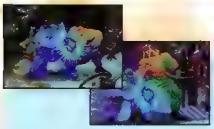
ROLLING

After a knockdown, rolling is a good way to throw off your opponent from setting up an attack. When you are knocked to the ground, tap down and you will roll backwards. With the exception of Sean, this is the only moment you can roll.

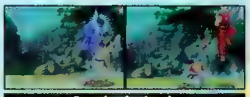
HIGH JUMPING

High jumping is also very important for throwing off your opponent's timing. It is performed by tapping offensive crouch to forward flip (↙↗). This is a very good move for setting up neck kicks.

PARRYING



Long gone are the days of being forced to block annoying attacks. Now, with the addition of the new "parrying" technique, every move you or your opponent makes could easily backfire. At the moment of impact, "tap" forward for high attacks or attacks that hit over a ducking block, or down for any attacks that you can block while ducking. At this moment, your character will flash a bluish tint. You will have a split second to react with any move, combo or super of your choice. When parrying in the air, tapping forward will enable you to land directly next to the opponent, while parrying down will enable you to bound off of their attack and possibly land behind them! While parrying is most difficult technique to accomplish in the heat of battle, the patience and persistence put forth to master this technique will definitely increase your chance of victory. Real experts can even parry every hit of some Super Arts!



Parrying in the air

LEAP ATTACKS

These are a sure-fire way to sneak in a hit in is with a leap attack (↓↓ + any punch or kick). Leap attacks are good for numerous reasons; they must be blocked and parried high, and they are very fast, making them extremely hard to react to. Use leap attacks to set up your character's overhead attack, after an overhead, a throw, or you can super immediately after you hit them with it.

STUN METER

Below the energy bar you will see a smaller red/pink bar. Every character has one, some have a longer bar than others, thus making those characters harder to stun. For example, Alex's stun meter is the largest in the game, whereas Elena's bar is slightly smaller. Each time you are hit, your stun meter fills with a fraction of this bar. Once it is maxed out, you will become stunned. However, there are ways of avoiding this; such as "kicking back" and relaxing until your stun meter resumes a semi-normal position.

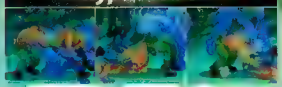
ALEX

Alex was born in the USA currently resides in New York. A troubled youth, his parents died when he was a child, and his only mentor is Tom (his father's friend). Tom, the war veteran, runs the gym that Alex attends, and also travels to military bases to instruct soldiers in close range combat. Tom and Alex seem to get along, indeed the two of them live together along with Patricia (Alex's 14 year old daughter). Alex's surface demeanor is insensitive, and his straight-talking has lead him into numerous fights, but his inner softness and love for his daughter shine through to those who really get to know him. However, once angered, Alex is quick and powerful despite his build, using throws and punches to take an opponent down.

"YOU CAN'T ESCAPE!"

SUPER ARTS

Hyper Bomb

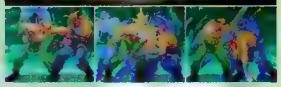


This is Alex's most damaging attack. With it, you should try to set up opportunities for parries while charging up. As soon as you charge the Hyper Bomb, start looking for something to parry and bombs away!!

Boomerang Raid

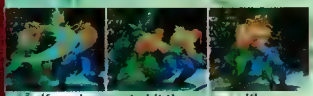
Despite this Super inflicting only low damage, it can be useful simply because it takes so little time to charge up and can easily be comboed. Try using this one for reversals as well.

Stun-Gun Head-Butt



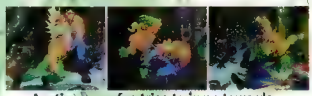
When used in combos, the Stun Gun Head-Butt can inflict damage comparable to the Hyper Bomb. Otherwise it is useful as an anticipation tactic against slow recovering moves such as fireballs and low sweeps.

COMBOS



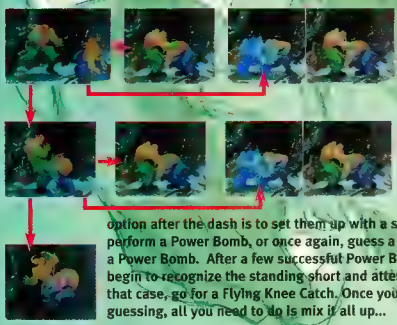
If you happen to hit the enemy with a heavy **Flash Chop**, they will be stunned for a second, enabling you to combo with a **Power Bomb** or a **Sleeper Choke**.

This is Alex's standard combo. Begin by jumping towards your opponent with a **Roundhouse**, then follow with a standing **Forward**, and then two-in-one into a final **Flash Chop**.



Anytime your foe tries to jump towards you, hit them out of the air with a low **Fierce**. If you end up trading hits, you can combo with the **Flying Knee Catch**.

STRATEGY



This is one of the more powerful strategies for Alex. Begin by dashing forward anytime you feel the opponent will not be expecting it. Once near the opponent, an immediate Power Bomb should set them up for the next opportunity, at which time you should attempt a low parry and then follow with a Power Bomb. Another option after the dash is to set them up with a standing short kick and then perform a Power Bomb, or once again, guess a low parry and then execute a Power Bomb. After a few successful Power Bombs, your opponent should begin to recognize the standing short and attempt to jump backwards. In that case, go for a Flying Knee Catch. Once you've got your opponent guessing, all you need to do is mix it all up...

FLASH CHOP
↓↘→ + ANY PUNCH
FLYING KNEE CATCH
→↓↘ + ANY KICK
DIVING CROSS-CHOP
↓ + FIERCE (IN THE AIR)
POWER BOMB
↓↙← + ANY PUNCH
AIR STAMPEDE
(HOLD ↓) ↑ + ANY KICK
HYPER BOMB
→↘↓↙←↖ (360°) + ANY PUNCH
BOOMERANG RAID
↓↘→↓↘→ + ANY PUNCH
STUN-GUN HEAD BUTT
↓↘→↓↘→ + ANY PUNCH

SEAN

Sean was born to a middle income family in Brazil. One quarter Japanese, Sean's instincts lead him to become fascinated by Ken's fighting style. Following him from one international tournament to another, Sean's quest was to become Ken's student. His unwavering attitude and competitive spirit meant that he never gave up, and he gained a competent but unperfected fighting style, wishing one day to unleash his own original combination attack. Finally, Ken agrees to teach Sean, and they set off on a spiritual journey. "Even if I lose today, I can still win tomorrow!" explains Sean to those questioning his dedication. This training finally pays dividends, as one day Sean exclaims, "The power of the Hado... I think I'm getting it!". With this heightened ability, Sean is nearing the power of the fighter he wants to become. Old martial artists may see their past shining in Sean's eyes...

HADOO...BURST!

SUPER ARTS

Hado Burst

Hado Burst can be used in 'footsie' when an opponent misses a big move or if you miss a technique such as low roundhouse (cancel into Hado Burst). It is also useful after dashing backwards or landing from jumps.

Shoryu Cannon

Besides opportunities such as wake ups, reversals, and landing from jumps, the Shoryu Cannon can be used as an anti-air move against 'jumpy' opponents. It can also be a two-in-one with Sean's uppercut.

Hyper Tornado

The main advantage of the Hyper Tornado is Sean becomes invincible as he rushes toward his opponent. This Super cannot be used in combos, but is useful in 'footsie', and from parries.

COMBOS

Begin by crossing up with a **Forward**, hit low **Fierce**, and then Super Cancel a **Dragon Smash** into a **Shoryu-Cannon**.

Jump at your opponent with a late **Forward**, follow up with a **Roundhouse** and then finish then with a **Sean Tackle**.

STRATEGY

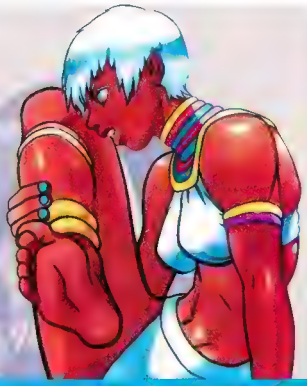
Use Sean's roll against the slower characters like Dudley and Alex to get close. From there, you can either throw or parry into a combo.

When fighting at medium range, use standing forward to keep the opponent back. Any time this move connects, try to two-in-one into a medium Sean Tackle to close the distance for a throw.

Another good mid-range trick is to use standing Forward and Roundhouse to keep the enemy away. If they're impatient, they may try to dash in and attack after you miss. If you think they're about to flinch, let 'em have a Hado-Burst.

SEAN TACKLE
↓↘→ + ANY PUNCH
DRAGON SMASH
→↓↘ + ANY PUNCH
TORNADO
↓↙← + ANY KICK
ROLLING
↓↙← + ANY PUNCH
HADO BURST
↓↘→↓↘→ + ANY PUNCH
SHORYU CANNON
↓↘→↓↘→ + ANY PUNCH
HYPER TORNADO
↓↘→↓↘→ + ANY PUNCH

ELENA

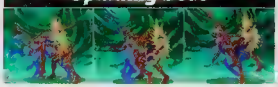


The only daughter of an African tribal chief, Elena's childhood embraced the stunning and spiritual atmosphere of the Savanna. Elena's father obtained a doctorate from a French University, and Elena's dream was to study abroad like her father. Elena is an emotional woman, ever thankful to nature, and she uses Capoeira to take advantage of nature's gift, her strong and long legs. This unusual fighting technique employs dancing and legwork; perfect for catching her more masculine opponents off guard. In a crescendo of rhythmical and ceaseless movements, Elena strikes without warning and rains kicks into a foe. In the Savanna, the weak is eaten by the strong and cunning, and the strong eventually returns to the soil. Elena is a spiritual soldier for her people, with a wild side hidden behind a smile. Awaken the beast within however, and Elena strikes.

"I FEEL THE SPIRIT!"

SUPER ARTS

Spinning Beat



This super is great for grounding jumpy enemies. It can also be employed into a two-in-one with her uppercut. This makes Elena a combo machine and gives her some much-needed offense, especially after parries.

Brave Dance

The Brave Dance Super can be two-in-oned with the uppercut, just like the spinning beat and deals respectable damage. When Elena starts the Super, her initial rush is extremely fast. Employ this after parries.

Healing

Prime times to heal are after a throw or a trip with either low roundhouse or roundhouse slide. You can also stop Healing at any time by pressing the buttons. If your opponent 'turtles', just charge your super.

COMBOS

For an easy five hits, perform a **Mallet Smash** and then follow up with a Roundhouse **Scratch Wheel**. Though not very practical, it is good practice for novice players.

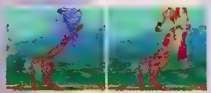
Intermediate players should try crossing up with **Forward**, followed by standing **Short**, and then two-in-one into a **Scratch Wheel**.

Begin this combo with by Air-Chaining an early **Jab** into **Forward**. Once on the ground, two-in-one standing **Short** into a Forward **Scratch Wheel** and Super cancel into a **Spinning Beat**. Note the Air-Chain will only work on Dudley and Alex.

STRATEGY

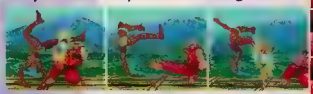
Elena's most precious attack for keeping foes away is low strong

Try to use a lot of standing roundhouses at close range. Each hit brings up the dizzy gauge by one quarter.



Standing Strong is a superior Anti-Air move. Use this in place of the Rising Beat.

To sneak in a quick heal, do a short Rhino Horn and then throw your opponent if they try to go for a reversal.



You can almost always expect a counter attack immediately after an overhead. Take advantage of this with standing Roundhouse.

MALLET SMASH
↓↙← + ANY PUNCH
RHINO HORN
↓↘→ + ANY KICK
SCRATCH WHEEL
→↓↘ + ANY KICK
SPINNING BEAT
↓↘→↓↘→ +ANY KICK
BRAVE DANCE
↓↘→↓↘→ + ANY KICK
HEALING
↓↘→↓↘→ + ANY PUNCH

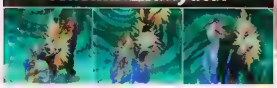
YUN & YANG

Both Yun and Yang were born in Hong Kong, separated from their natural parents shortly afterwards. Moving to Shanghai, the two were brought up by their restaurant-owning Uncle. In such a business, the Uncle inevitably came into contact with the criminal underworld, and both children were befriended by the eight powerful mafia bosses. These Godfathers helped Yun and Yang to become young leaders in the City, being taught Chinese martial arts by their grandfather. Their fighting style is to avoid a foe's attack by a quicker attack, before employing Hakkei to crush them in a single blow. Yun's techniques are a sequence of lighting-fast attacks, while Yang beats down enemies with wave-like motions.

"NO ONE CAN BEAT US!"

SUPER ARTS

Tenshin-Senkyutai



The Tenshin-Senkyutai can be comboed after landing the Dim Mak in a combo, as an air juggle (after the kick throw/after senkyutai, standing strong/after aerial jab, short, standing fierce), and reversing fireballs.

Sorai-Rengeki

This Super can be used just like the Tenshin-Senkyutai at all the same times except for reversing fireballs. The damage it deals is less than Tenshin-Senkyutai, but the Super Bar charges faster.

Genei-Jin

In addition to all the normal openings, if Genei Jin is in effect, you can start the combo by doing the short Senkyutai if your opponent jumps or going over the back and doing the roundhouse Senkyutai.

COMBOS

This is one version of Yun and Yang's monster 20+ hit combo. Launch the enemy up with standing Forward and immediately High Jump towards them with the Jab, Short Air Chain. Before they touch the ground, hit standing Fierce to bump them up a bit and quickly perform the Genei-Jin Super. While in Genei-Jin, juggle them with the Dash Punch five times to accumulate 15 hits. As soon as the Genei-Jin ends, perform a Senkyutai and then a standing Strong.

Begin this one with the Jab, Short Air Chain and then follow up with a standing Fierce two-in-oned into a Dash Punch.

Yun and Yang's standard combo is the Strong, Fierce, Tiger Cup (←+ Fierce) chain two-in-oned into a Tenshin-Senkyutai.

A fairly simple combo for Yun and Yang is a jumping Strong followed by the double-hit standing Fierce two-in-oned into a Senkyutai.

STRATEGY

Use the Tiger Cup fake (↓↙←+ All Three Punches) against an opponent fallen in the corner. They should be startled long enough to land a grab.

After knocking down the opponent, use the short Toe Dive to land in front of them. From there, flip over and super them.

DASH PUNCH
↓↘→ + ANY PUNCH
TIGER CUP
↓↙← + ANY PUNCH
TOE DIVE
JUMP, ↘ + KICK
NECK CARTWHEEL
(WHEN CLOSE) ↓↙← + KICK
TENSHIN-SENKYUTAI
↓↘→↓↘→ +ANY KICK
SORAI RENGEKI
↓↘→↓↘→ + ANY PUNCH
GENEI-JIN
↓↘→↓↘→ + ANY PUNCH

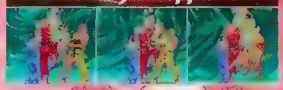
KEN

Ken was born in Japan, but now lives in the USA with his wife Eliza and son, Mel. With his wife's permission, Ken can enter martial arts competitions, but chooses only those where Ryu also enters as they have shared a great deal together. Such is Ken's skill, that some observers have noticed rising flames in his ruthless attacks. Ryu and Ken are the best of friends, but sworn rivals, and despite Ken's family, Ken's heart and soul is still with Ryu. Ken practices every day while still thinking of his sparring partner, until finally the two meet in Japan. Suiting up in his red gi, his soul stirs and they confront each other. Without the fighting spirit, Ken cannot be himself.

"COME GET SOME!"

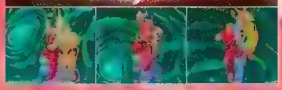
SUPER ARTS

Shoryu-Reppa



The Shoryu-Reppa can be combined after a fireball or Dragon Punch. It can also be used as an anti-air move, for reversals, wakeups, and after landing from jumps.

Shinryu-Ken

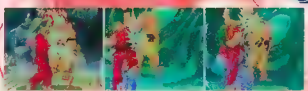


You can combo this Super after fireballs and uppercuts to add some punch to your combos. Also, you can throw fireballs from a screen length's distance. If your opponent jumps, do the super and execute!

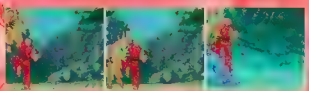
Shippu-Jinrai-Kyaku

This super is great in combo with fireballs and when waking up. If you have an opponent who likes to parry your fireballs and attack, throw a fireball and do the super afterwards.

COMBOS



A useful habit to adopt is Super Cancelling a Fierce Shoryuken into either the Shoryu-Reppa or Shinryu-Ken anytime the opponent jumps. This almost nullifies any chance of parrying the Shoryu-ken.



If your opponent jumps while in the corner, hit them with a Jab Shoryu-ken to launch them up, then juggle with another Jab Shoryu-ken and quickly Super-Cancel into a Shinryu-Ken.

Begin by crossing the opponent up with a forward. Next, follow with a standing strong chained into standing fierce and then two-in-one into a jab Hadou-ken. Experts can add to this by Super Cancelling the Hado-ken into a Shippu-Jinrai-Kyaku.

SURPRISES

Instead of a performing a low attack after your opponent blocks a cross-up, surprise them with a Leap Attack, and then go into a series of quick keep away moves such as low Short, then low Forward two-in-oned into a Hadoken.

After you have knocked the opponent down, throw out Ken's standard Forward kick early so it whiffs over their head. If they are waiting for the overhead, you can take a step forward for a free throw.

HADO-KEN
↓↘→ + ANY PUNCH
SHORYU-KEN
→↓↘ + ANY PUNCH
TATSUMAKI-SEMPUKYAKU
↓↙← + ANY KICK
SHORYU-REPPA
↓↘→↓↘→ + ANY PUNCH
SHIN-RYU-KEN
↓↘→↓↘→ + ANY PUNCH
SHIPPU-JINRAI-KYAKU
↓↘→↓↘→ + ANY PUNCH

Join us in the next issue where the next five World Warriors go through their paces. Until then...

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AKIRA YUKI

Just like in *VF3*, Akira's main objective in battle is to juggle the opponent into the air at which time he can perform the Dragon Lance. The stumble throw, followed by a single jump kick opens up a great juggle opportunity as does the surprise exchange followed by a super dashing elbow. New Akira players should practice the Dragon Lance in Training Mode.

DASHING ELBOW	→→ P	HIGH REVERSAL	← P+K
SUPER DASHING ELBOW	↓→→ P	MID LEVEL REVERSAL	↙ P+K
LUNGING LOW BACKFIST	↘ P+K	LOW REVERSAL	↓ P+K
SHOULDER RAM	↓→ P+K	DOUBLE JUMP KICK	→→ K,K
DRAGON LANCE	↘ K+G, → P, ←→ P+K	FIREMAN'S LARIAT	← P+G
LOW UKEMI BREAK	↓ P+K	STUMBLE THROW	←↓ P+G
SIDE BODYCHECK	←→ P+K+G	SURPRISE EXCHANGE	↙ P+G

DRAGON LANCE JUGGLE COMBO

USE THE SHOULDER RAM TO KNOCK YOUR OPPONENT INTO THE AIR (→ P+K)

NOW BEGIN THE DRAGON LANCE... (↘ K+G)

INPUT THE SECOND COMMAND AFTER THE LOW KICK CONNECTS (→ P)

AS SOON AS YOU FINISH THE SECOND INPUT, START THE FINAL ONE (←→→ P+K)

JACKY BRYANT

Jacky's multiple hit pressure combos are ideal for pecking away at your opponent's life bar. Elbow, backfist, sweep, the beat knuckle, sweep combo and the double low kick are among Jacky's most useful moves in this category. As long as you attack with combos that vary the height, you'll be keeping your opponent worried about how to block, not how to attack.

PUNT KICK	→→ K	DOUBLE JAB, KNEE BLAST	P,P→K
ELBOW, HEEL KICK	→ P,K	DOUBLE JAB, LOW KICK	P,P,↓K
BEAT KNUCKLE, SWEEP COMBO	P+K,P,↓K	DOUBLE LOW KICK	↓ K,K
ELBOW, BACKFIST, SWEEP	→ P,P,↓K	BACKBREAKER KNEE	↘↘ P+G
LIGHTNING STORM	↙ P+K,K,K,K	TRIP AND HAMMER	→+ P+G
DOUBLE MIDDLE KICK	↘ K,K	BRAIN BUSTER	P+G
SPINNING HEEL SWORD	← K+G	BULLDOG	P+K

KNEE BLAST, BEAT KNUCKLE, SWEEP

THE KNEE BLAST WILL GET YOUR OPPONENT AIRBORNE - (→ K)

WHILE THEY ARE FALLING, DO THE BEAT KNUCKLE, SWEEP COMBO (P+K,P,↓K)

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CONTINUED

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SARAH BRYANT

TOEKICK, JACKKNIFE	↓ P+K,K	ELBOW, KNEE	→ P→ K
DRAGON CANNON	↙ K	KICKFLIP	↖ K
LEG SWEEP	↘ K+G	ILLUSION KICK	↓ K,K
DOUBLE HIT HIGH KICK	↗ K	FRONT SUPLEX	P+G
RISING KNEE COMBO	↓→ K,K	CLOTHESLINE	→ P+G
SPINNING HEEL SWORD	↘ K	RISING KNEE SMASH	← P+G
MOONSAULT	↗ P	LEG HOLD THROW	← P+G

ATTACK WITH THE TOEKICK, JACKKNIFE FOR THE JUGGLE (↓ P+K,K)

CONTINUED

ONCE THEY BEGIN TO FALL, EXECUTE THE DRAGON CANNON (↙ K).

ONCE THEY HAVE FALLEN,TAG THEM WITH THE KNEE POUNCE (↑ P)

Unlike her brother Jacky, Sarah's objective is to continually knock down ducking opponents with single attacks and quick combos such as the elbow, knee and the illusion kick. This should force the opponent to stand, at which time they are prone to throws. The rising knee smash and the leg hold throw are some of Sarah's more stylish throwing attacks.

PAI CHAN

SWALLOW PUNCH	→ P	LIFTING PALMS, CRANE KICK	← P,K
BELT STAB	← P	HIGH FRONT KICK	K
LOW JAB, PALM LIFT COMBO	↘ P,P,→P	AXE KICK	K,K
JAB, JAB, STRAIGHT PUNCH	P,P,→P	HIGH REVERSAL	← P+K
SWING SWEEP	↙ K+G	STUMBLE THROW	← ↓ P+G
SIDE KICK SWEEP	↘ K,K	WRIST TOSS	↓→ P+G
LOW KICK, SWEEP	↓ K,K	FLIP OVER	← P+G

USE THE FLIPOVER THROW TO GET BEHIND YOUR OPPONENT (↘ P+G).

NOW THE LOW JAB, PALM LIFT COMBO TO SEND THEM FLYING (↙ P,P,←P)

CONTINUE THE JUGGLE WITH A HIGH FRONT KICK (K).

FINISH THEM OFF WITH THE LIFTING PALMS, CRANE KICK (←← P,K)

To be effective with Pai, weaving in and out of the opponent's attacking range is a must. Use side kicks (↘ K) and swallow punches to antagonize the opponent and then back up or escape with the (E) button and then attack. Whenever the challenger misses an attack, you can throw them or trip them with a swing sweep.

WOLF HAWKFIELD

GRIZZLY LARIAT	↘ P+K	GRAB	→ P+G
DRAGONFISH SLAM	↓ P	CHANGE (AFTER CATCH)	→ P+G
TOMAHAWK CHOP	↗ P	PUSH (AFTER CHANGE)	← P+G
KNEE THRUST	→ K	GERMAN SUPLEX (AFTER CHANGE)	P+G
SHORT SHOULDER RAM	←→ P+K	GIANT SWING	← ↓ ↘ → P+G
DROP KICK	↗ K	PILEDRIVER	↘ P+K+G
LOW DROP KICK	→↓ K	SIDE SUPLEX	↓ P+K+G

WOLF'S SHORT SHOULDER RAM WILL SEND THE CHALLENGER FLYING (←→ P+K)

TAP PUNCH AND THEN GUARD IMMEDIATELY TO REDUCE THE RECOVERY TIME OF THE JAB (P,G)

ANOTHER SHORT SHOULDER BEFORE THEY HIT THE GROUND (←→ P+K)

POUNCE WITH THE SUNSET FLIP ONCE THEY HAVE FALLEN (↑ K)

When playing Wolf, the main focus should be landing the Giant Swing on the opponent. Blocking your opponent's attacks and then countering with the swing is the most common, however, it becomes impossible against the more experienced player. Instead try escaping your opponent's attacks and then swinging them while they are still stunned.

JEFFRY McWILD

Jeffry is a character most effective on the defensive end. The tornado hammer and knee, hammer are extremely useful against restless opponents. However, his new moves such as the Middle Hell Stab and the Kenka Upper serve as great tools to power an aggressive offense. Try antagonizing your opponent with these moves.

KNEE, HAMMER	← K,P	KENKA HOOK	↘ P
MIDDLE HELL STAB	↓ P+K	KNEE BLAST	→ K
TRIPLE UPPERCUT	↘ P,P,P	FRANKEN'S SHOT	P+G
KICK, TOEHICK, HAMMER	K,K,P	HEADBUTT,KNEE	↔ P+G,← P+G
KENKA UPPER	↘↘ P	BACK THROW	← P+G
LUNGING FRONT KICK	K	CRUCIFIX PILEDRIVER	↘↘ P+G
TORNADO HAMMER	→← P	POWER BOMB	P+K+G

TRIPLE UPPERCUT JUGGLE

USE THE KNEE BLAST TO FLOAT YOUR OPPONENT (→ K)

AND THEN JUGGLE THEM WITH THE TRIPLE UPPERCUT (↘ P,P,P)

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CONTINUED

KAGE MARU

Since Kage was one of the most powerful characters in VF2, he has been toned down severely. Now using Kage effectively is a difficult task. Try to stay outside the enemy's attack range and hit them with twisting flash blades, heel sweeps and helixes. Any time your opponent misses a move, go for the Rising Dragon juggle or a Ten Foot Toss.

REVERSE KICKFLIP	↘ K+G	SWAY HOOK, DOUBLE KICK	↓ P,K
NINJA SPIN KICK	← P,K	QUICK SWEEP	↙ K
HEEL SWEEP	←← K+G	SPINNING BACK KICK	↓ K+G
FRONT FLIPKICK	↓ K+G	BLACK HOLE	←↓ P+G
RISING DRAGON FIST	→↓↘ P	TEN FOOT TOSS	↓ P+G
TWISTING FLASH BLADE	↘ P,P	IZUNA DROP (AFTER T.F.T.)	↑ P+G
SPINNING CORKSCREW	→→ K+G	FLIP OVER	→ P+G

RISING DRAGON JUGGLE COMBO

GET ON THE OTHER SIDE OF YOUR OPPONENT WITH THE FLIP OVER THROW. (→ P+G)

IMMEDIATELY EXECUTE A RISING DRAGON FIST (←↓↙ P).

HIT THEM WITH THE HELIX WHILE THEY ARE FALLING (→ P)

HEEL STOMP THE FALLEN FOE FOR THE FINAL HIT (↙ K)

LION RAFALE

Being the weakest character in the VF series, Lion must make use of his many quick poking attacks while carefully weaving in and out of the enemy's attacking range. Although this finesse style of play very precise and skillful, it is quite difficult to achieve and can seem somewhat futile against certain power characters like Akira and Wolf.

LOW MANTIS STRIKE COMBO	P,P,↓P	DUAL KICK SLASH	↓ K,K
LOW MANTIS STRIKE	↘ P+K	MANTIS UPPER	↓→ P
SWEEPING HAND	↓ P+K	TURN AROUND HEEL	← K
SPINNING MANTIS SMASH	← P,P,K	ELBOW, LUNGING POKE	→ P,P
DOUBLE LOW FINGER JAB	↓↘ P,P	LOW SPIN SWEEP	K+G
LUNG FINGER JABS	↙ P,P	LEG SLIDER	↘ P+G
THIGH KICK	↘ K	BODY SLAM	← P+G

TURN AROUND JUGGLE COMBO

FLOAT YOUR OPPONENT WITH THE TURN AROUND HEEL (←← K)

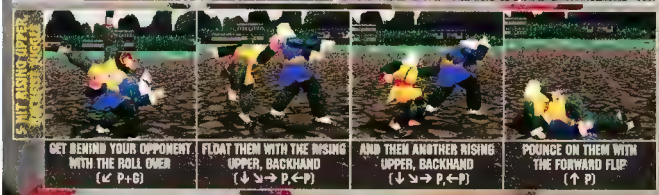
WHILE THE ENEMY IS FALLING, TURN AROUND WITH THE REVERSE SWIPE (P+K)

FOLLOW UP WITH AN ELBOW STRIKE (→ P)

FINISH THEM WITH A LIGHT POUNCE (↑ P)

SHUN DI

DRINK	↓ P+K+G	LAY DOWN	P+K+G
HIP ATTACK COMBO	→ P,P,K	DRUNKEN FOOL (LYING)	K,P,K
LOW KICK	↓ K	HANDSTAND	↓ P+K
ROSHA (SPEED, BACKFLIP)	↓ ↘ → K+G	LEG THROW (FROM HANDSTAND)	P+G
LOW ELBOW, SPIN SWEEP	↙ P,K	ROLL (FROM HANDSTAND)	P+K
DOUBLE KICK, KNOCKING	K,K	DRUNKEN ELBOWS	P+G
CARTWHEEL KICK	→→ K	ROLL OVER	↘ P+G



GET BEHIND YOUR OPPONENT WITH THE ROLL OVER (↙ P+G)

FLOAT THEM WITH THE RISING UPPER, BACKHAND (↓ ↘ → P,←P)

AND THEN ANOTHER RISING UPPER, BACKHAND (↓ ↘ → P,←P)

POUNCE ON THEM WITH THE FORWARD FLIP (↑ P)

Shun's power lies in the bottle. Since his most powerful moves require him to drink, at the beginning of each fight, you should make it your goal to power him up by using the drunken elbows or by drinking voluntarily(↓P+K+G). Drinking voluntarily also serves as excellent bait for the opponent. Lure them in and then tag them with the rising uppercut.

DURAL

SPINNING BACK KICK	↓ K+G	ELBOW, FLIPKICK COMBO	P,P→P,↖K
ELBOW, KNEE	→ P,K	HELL STAB	↓ P+K
RISING UPPER	↓↘→ P	LEG SWEEP	↙ K
TRIPLE JUMP KICK	→→→ K,K,G	MANTIS SPIN SWEEP	↘ K+G
SWALLOW KICK	↗ K,K	DRUNKEN ELBOWS	P+G
DIVE, KNEE, HOOK	P,P,P	TEN FOOT TOSS	← P+G
ELBOW, FLIPKICK	→ P,↖K	GIANT SWING	←↖↑↗→ P+G

FLOAT THE ENEMY WITH A RISING UPPER (↓ ↘ → P)

TAKE A STEP FORWARD AND PERFORM A QUICK JAB (→ E, P,G)

FINISH THEM OFF WITH THE ELBOW, FLIPKICK (→ P,↖K)

CONTINUED

To effectively use Dural, you must make use of all of her greatest techniques. The rising upper and the leg sweep can be used repeatedly to antagonize the foe and the elbow, knee is great for retaliating after blocking moves. Go for the giant swing anytime a throw opportunity arises. Though the motion is awkward, the damage is worth the effort.

LAU CHAN

DAIMON TRAP	↓↘→↓↘→ P,P,...	DRAGON TORNADO	↓↘→↓↘→ P+G
PHOENIX LANCE FIST	→ P,↘,↓	DOUBLE PALM STRIKE	←→→ P
FLYING SWALLOW COMBO	←← P,↓P,P,P,↓K	SHOULDER CHARGE	P,P
GROUND SWEEP	↙↓↘ K	BACK DROP	← P+G
SIDEKICK, PUNCH, PALM	↘ K,→ P,←→ P	FLIPOVER TOSS	→→ P+G
AIR, KNEE, TWIRL	↗ K,K	STUMBLE THROW	←↓ P+G
LOW KNIFE, FLIPKICK COMBO	↘ P,P,P,↖K	DRAGON TAIL COMBO	↓↘→ K,K

IF YOUR OPPONENT ATTACKS DURING THE DAIMON TRAP, THEY'LL BE FLOATED (↓↘→↓↘→ P,P,...)

AS THEY ARE FALLING, FOLLOW UP WITH THE FLYING SWALLOW COMBO

(←←P,↓P,P,P,↓K)

CONTINUED

Lau's strategy revolves around the DaiMon Trap which forces any blocking opponent to stand up. Opponents familiar with this trap know that anytime they try to attack during this pattern, they will be floated, so they tend to exercise caution. Ground Sweeps and Elbow Strikes mixed up with the DaiMon Trap serve as a fierce offense.

Raxel's biggest asset is his ability to fight in close as well as from a distance. For close range combat, try using the Light Hand combo and Double Upper. From far away, the Death Spin Thrust and the sliding kick are ideal for keeping your opponent guessing. Varying between these two styles can be extremely devastating if used correctly.

RAXEL

DEATH SPIN THRUST	→↓↘ P,→→P	DEATH SPIN COMBO	↘ K,P,→K+G
LIGHT HAND	→ P,P,P	SLIDING KICK	↓ K+G
GUITAR THRUST	↑ G,↓P	WALL SQUASH	P+G
DEATH SPIN SLASH	← K+G, ↓↘→K	WALL THROW (REAR THROW)	P+G
DOUBLE UPPER	↘ P,P	DEATH CANNON	→ P+G
FLYING SCREW	↘ ↓ P	DANGEROUS NOISE	←→ P+G
MOTOR CREW	↘ K,P	DETROIT LOCKDOWN	↑ G,↓P+G

DRAGON LANCE JUGGLE COMBO

BLOCK AN OPPONENT'S ATTACK AND COUNTER WITH A STRETCH KICK (← K+G)

THEN JUGGLE WITH A DEATH SPIN THRUST (→↓↘ P,→→ P)

CONTINUED

FINISH WITH A LIGHT POUNCE (↑ P)

Tokio style is loaded with rapid pressure combos that are ideal for keeping the enemy at bay. The catapult middle, lightning arrow and the reactor combo should be constantly mixed up to keep the pressure on. Just keep moving around and don't let your opponent rest. The fastest way to lose with Tokio is to stand still.

TOKIO

STARLIGHT DANCER	↘ K+G,→K	HEEL DROP	↑ G,↓ K
OPEN ELBOW	→ P	TRIPLE LOW SPIN	↓ K+G,↓K,K
BELLY FLOP	→↓ P+K+G	REACTOR COMBO	K,P,P,P,↓K
CATAPULT MIDDLE	↘ K+G, ↘ P	BACK WALL RUSH	P+G
LIGHTNING ARROW	→ P,P,↓→P	SHOULDER THROW	←← P+G
DOUBLE CROUCHING KICK	↘ K,K, ↘ K	+++++++	←→→ P+G
ROCKET KICK	↑↓ K	NECK SLASHING (REAR THROW)	P+G

5 HIT REACTOR JUGGLE COMBO

KNOCK THE OPPONENT INTO THE AIR WITH AN UPPERCUT (↘ P)

NOW JUGGLE WITH A REACTOR COMBO (K,P,P,P,↓K)

CONTINUED

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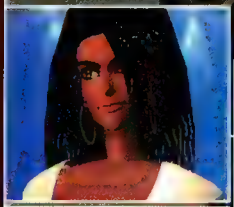


Similar to Tokio, Grace can be a difficult character to beat when used correctly. Using the Crossstep Launch, Battan Leg, and the Short Spin is a must. The Deep Slap and Blockbuster are also useful, but should mainly be saved for defensive situations. Be tricky. Vary your attack levels so your opponent doesn't catch on.

GRACE

SHOULDER TACKLE (RUNNING)	P+G	LEG LAUNCH	↘ K
BLOCKBUSTER	← K	BREADSLASHER	↑ G,↓K
CROSSBREAD LAUNCH	K+G,→K,K	GUARD-AND-ATTACK	← K+K
BATTAN LEG	?,K,K	DEEP SLAP	→→ P
CROSSSTEP LAUNCH	K+G,K,K	WALL THROW	P+G
CROSSBREAD LAUNCH 2	K+G, ↘ K	SHOULDER TOSS	↓← P+G
SHORT SPIN 5	↘ K+G,K,K,K,K	BACK SUPLEX (REAR THROW)	P+G

ROLLER SLASH JUGGLE COMBO

USE THE CROSSSTEP LAUNCH FOR AN EASY JUGGLE (K+G,K,K)

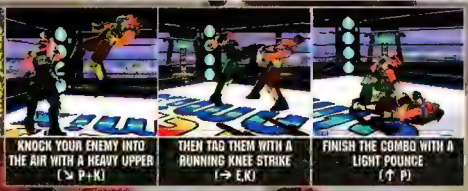
CONTINUED

BEFORE THEY LAND, HIT THEM WITH A DOUBLE ROLLER SLASH (→ K+G,K)

CONTINUED

JANE

WALL SCRATCH (NEAR A WALL)	P,P,P	MIDDLE SPIN KICK	↘ K
RAID KNEE COMBO	↓P,→K	UPPERCUT	↘ P
POWER SMASH	→→ P	KNEE LAUNCHER	↓→ K
LOW TORNADO PUNCH	↓↘→ K	LOW KNUCKLE, SPIN KICK	↓ P,K
TWO HAND BASH	↓→ P	GRAM BUSTER	↓↓ P+G
TORNADO PUNCH	←↙↓↘→ P	KNEE LAUNCH (THROW)	←↙↓↘→ K+G,↓→K
DOUBLE LOW SPIN KICK	↓ K+G,↓K	NECK DROP (REAR THROW)	P+G



KNOCK YOUR ENEMY INTO THE AIR WITH A HEAVY UPPER (↘ P+K)

THEN TAG THEM WITH A RUNNING KNEE STRIKE (→ K)

FINISH THE COMBO WITH A LIGHT POUNCE (↑ P)

Jane is best played as a defensive character. Even though you can create a good guessing game with the high and low Tornado Hammers, sitting back and countering your opponent's attacks is more reliable. Try using the low knuckle and low spin kicks to get your opponent to guard the legs and then attack them high with uppercuts and knee launches.

SANMAN

BOOST KICK	P,↘P,K	1. MAXIMUM OVERDRIVE	→↘↓↙← P+G,...
POWER KNOCK	→↑ P	2. (MULTI PART THROW)	→← P+G,→← P+G,...
FISSION GENERATOR	→ P,P,P,P	3. (CONTINUED)	←↙↓↘→ P+G
DOUBLE PEACH BUMP	↓↘→ K+G, ↓→K+G	BIG SWING (THROW)	←↙↓↘→ P
ELBOW SMASH	→→ P	(CONTINUED AGAINST THE FOE)	←↙↓↘→ P
DOUBLE UPPER, PEACH	↘ P,P	JACKKNIFE	↘ P+G
LEG THROW (THROW)	↓ K+G	TWO LION HUG	→← P+G,←→ P+G

COUNTER YOUR OPPONENTS ATTACK WITH A DOUBLE UPPER, PEACH (↘ P,P,K)

CONTINUED

CONTINUED

WHEN THEY HIT THE GROUND, GO FOR A BIG SWING (←↙↓↘→ P)

Sanman's power lies in his throws. Particularly, the Maximum Overdrive and the ground version of the big swing are necessary for victory. His Boost Kick, Elbow Smash and Fission Generator are simply there to camouflage throw attempts. A good technique is to develop a simple pattern of attacks that forces your enemy to block. Once they get used to blocking, sneak in your throws.

PICKY

KICKFLIP COMBO (RUNNING)	P+K+G,↓K	UPPERCUT, HIGH SPIN	↘ P,K
SKIPPING KNEE	↓→ K+G	OVERHEAD BASH	↖ G,↘P
SPINNING KNEE COMBO	P,P,→K,K	TOE AND HIGH KICK	↓ K,K
TAIL KICK COMBO	P,↓K	LEG SLIDE, MULE KICK	↓ P+K+G,← K
HOPPING KNEE	K+G	OVERHEAD CANNON	↓→ P+G
HIGH SPIN KICK	↓↘→ K	PICKY AERIAL (AIR THROW)	← P+K+G
BOARD SLAP	←→→ P	BACK SUPLEX (REAR THROW)	P+G

AFTER BLOCKING AN ATTACK, RETALIATE WITH A SPINNING KNEE COMBO (P,P,→K,K)

CONTINUED

WHILE THEY ARE FALLING, CATCH THEM WITH AN UPPERCUT, HIGH SPIN (↘ P,K)

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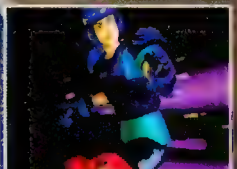


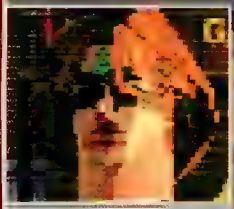
For picky, distance is the key. You should practice staying outside your opponent's range and attack constantly with Tail Kick combos until your opponent becomes frustrated. This bait serves as a useful setup for Board Slaps and Spinning Knee combos. If the opponent gets too close at any time, the Uppercut, High Spin is good for backing them off.

HONEY

RISING CAT UPPER	→↓↘ P	CHAIN REACTION	P,P,P→K
CAT SLAP	→→ P	CAT UPPER	↘ P
CAT STAB	P+K	HIGH KICK	K+G
HONEY TACKLE	↘ → P	HONEY DDT	→↓ P+G
DOUBLE LOW KICK, TACKLE	↓K,K,↓P	GO TO HEAVEN	↓→ P+G
CAT BLOW	↓↘→ K	SWALLOW TWIST	←→ P+G
DOUBLE PEACH ATTACK	P+K+G,P+K+G	HONEY AERIAL (AIR THROW)	JUMP+ ← P+K+G

Honey's strategy is centered around low kick combos, surprise honey tackles and Cat Blows. Once the opponent is in fear of these moves, chances are they will be ducking more, allowing you to rush in with Cat Stabs, Cat Slaps and peach attacks. Whenever you block a series of attacks, the high kick can serve as a guaranteed float.

SLIDE THROUGH YOUR OPPONENTS LEGS WITH THE CAT SLIDE (↓ P+K+G) | SEND THEM FLYING WITH A CAT UPPER (↘ P) | AND THEN JUGGLE THEM WITH A REVERSE TOEKICK COMBO (P,P,P,K) | CONTINUED



MAHLER

ULTIMATE GRAVE DIGGER	P,P,→K,P,→P,←↓→P	HURRICANE PUNCH	←↙↓↘→ P
GRAVE DIGGER	P,P,→K,P,→K,→P	GUST OF RAGE	←→→ P
DOUBLE HIGH KICK COMBO	P,P,→K,K	LOW, HIGH KICK	↓ K
SNAKE PARADE	←K,→P	BRAIN BUSTER	↓ P+G
MID DOUBLE AXE	↘ K,→ K	BLACK RAINBOW	←→← P+G
HIGH DOUBLE REVOLUTION	K+G,K	BODY LIFT	←↙↓↘→ P+G
LOW DOUBLE REVOLUTION	K+G,↓K	BLACK HOLE (AIR THROW)	JUMP ← P+K+G

To win with Mahler, you must learn all his pressure combos and attack with them constantly. This gives the opponent very little time to think and becomes rather difficult to block. The most important rule to remember when playing Mahler is never to stand still. As soon as you stop moving around, Mahler becomes an easy target.

MAHLER'S UPPERCUT COMBO WILL SEND THE ENEMY FLYING (P,P,P) | CONTINUED | WHILE THEY ARE STILL FALLING, EXECUTE HIS DOUBLE KICK COMBO (P,P,→K,K) | CONTINUED

BIG MAHLER

ULTIMATE GRAVE DIGGER	P,P,→K,P,→P,←↓→P	ANKLE CROSS	↑ G,↓K,K
GRAVE DIGGER	P,P,→K,P,→K,→P	CROSS DESTRUCTION	↑ G,↓K,K,K,P
DOUBLE HIGH KICK COMBO	P,P,→K,K	GUST OF RAGE	→→→ P
SNAKE PARADE	←K,→P	WALL THROW	P+G
MID DOUBLE AXE	↘ K,→ K	BRAIN BUSTER	↓ P+G
HIGH DOUBLE REVOLUTION	K+G,K	BLACK RAINBOW	←→← P+G
LOW DOUBLE REVOLUTION	K+G,↓K	UPPERCUT SUPLEX (AIR THROW)	P+G

Just like Mahler, B.M. must utilize all of his combos and constantly be on the attack. Really, the only difference between Mahler and B.M. is how to execute some of the moves and the amount of damage between their attacks.

START THE COMBO WITH AN ANKLE CROSS NEAR A WALL (↑ G,↓K) | CONTINUED | THEN JUGGLE THEM AGAINST THE WALL WITH A HIGH KICK, UPPER COMBO (K,P,P,P) | CONTINUED

BAHN

DASHING ELBOW	→→ P	UPPERCUT	↘ P
DOUBLE DASHING ELBOW	→→ P,→→ P	DOUBLE DRAGON PUNCH	→↓↘ P,→↓↘ P
BODYCHECK	←→+ P+K	ROUND KICK	→↘ K
DEEP ELBOW SMASH	↓→ P	QUICK ROUND KICK	K
ELBOW, BODYCHECK	→→ P,←→ P+K	HEAD BUTT	↓ P+K+G
SUPER BODY SMASH	↓ →→ P	WALL THROW	← P+G
LOW BACKHAND	↙↓↘ P	HERO SMASH	↓ → P+G

UPPERCUT YOUR OPPONENT INTO THE AIR TO BEGIN THE COMBO (↘ P)

THEN TAG THEM WITH A QUICK JAB (P,G)

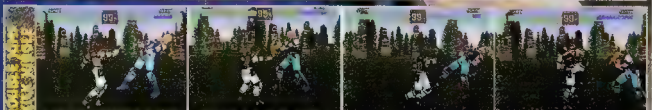
AND FINISH WITH THE ELBOW, BODYCHECK (→→ P,←→ P+K)

CONTINUED

Air juggle combos makes Bahn a fearsome character. Therefore, whenever playing him, you should make it your goal to send your opponent flying with uppercuts and nail them with a bodychecks. Once the opponent is in fear of being floated by an uppercut, they'll leave their legs open for low backhands.

JANET MARSHAL

UPPERCUT	↘ P	LOW SWEEP COMBO	↓↘→ K
ELBOW SMASH	↓ P+K	HIGH COUNTERSTRIKE	← P+K
SLAP SPINNING ELBOW	→ P+K,→ P	LOW COUNTERSTRIKE	↓ P+K
ELBOW SPINNING ELBOW	↓ P+K,→ P	RIDGE HAND	P+G
LOW SPIN SWEEP	↓ K+G	ROLL OVER	↓ P+G
AXE KICK	↓ K	WRIST MANIPULATION	↘ P+G
LUNGING KNEE COMBO	P,P,P,K	GUN BLAST	(←→ P+K) K



SEND THE OPPONENT FLYING WITH AN UPPERCUT (↘ P)

UNLOAD A CLIP ON YOUR VICTIM WITH HER LUNGING KNEE COMBO (P,P,P,K)

CONTINUED

CONTINUED

Janet plays almost like Aoi from *VF3* minus a few moves and guard cancelling. Despite these minor drawbacks, Janet still can be considered one of the most powerful in the *Megamix* due to the severe damage inflicted by her gun. Try not to overuse the gun blast, but instead, fire when you feel the opponent is getting impatient and will make a foolish move.

SIBA

MEDIAM ROUX	↑ G,↓P+K	REQUIE KIKO	↘ K
KELTWHAH SHILABARE	↓↘→ P+K,←→ P+K	DEFENJOH GRADIUS	↘ P
COKSA FEEMUR	↓ K	JOWAH KAFFEEZ	↓↘→ G
PUGIRA TOZZ	↓↘→ P+K,P,P,K	ANSEL	↓↑ K
ALUS GRADEE	→→ P	KUNTAH LEOH	P+G
SANKU TEEOH	↓↘→	PREHENDREE (SIDE THROW)	P+G
CUBITOHM	→ P	COBRA BREAK (BACK THROW)	←→ P+G

DEFENJOH GRADIUS IS SIBA'S UPPERCUT, USE IT TO FLOAT YOUR FOE (↘ P)

AND THEN JUGGLE WITH THE PUGIRA TOZZ SPIN KICK COMBO (→→ P+K,P,P,K)

CONTINUED

CONTINUED

Siba has four extremely important moves. Coksa Feemur, a kick to the legs which is very fast and knocks down if hits. And his three sword slashes which cannot be blocked (Mediam Roux, Alus Gradee and Sanku Teeoh). Incorporating these moves into your game is vital. Be aggressive, but don't be foolish. Siba's sword will break if he gets hit too many times.

HORNET

An instantly recognizable c(h)aracter with an odd style and selection of moves (Akira's Iron Mountain !?). First things first, bust off Hornet's (Super Ignition) armor for an instant move list increase. This will allow you to use the other moves we've listed. Sega takes care of their own, and accordingly have given Hornet an excellent selection of moves from the two main characters: Akira and Bahn. He can be played in a similar way...aggressive power move patterns.

SUPER IGNITION	← P+K	LEG SKID	↘ K
WHEEL KICK	↘ K	IRON MOUNTAIN	←→→ P+K
FIRE UPPERCUT	↘ P	SPIRIT BREAK DOWN	P+K
ELBOW COMBO	→→ P→P	DEMON BANE	↙(HOLD)↘K
ELBOW IRON MOUNTAIN	→→P←→P+K	SLOW DOWN	← P+G
SPIRIT ELBOW	←→ P	TOTAL POWER DESTRUCTION	↙→ P+G
DOUBLE DRAGON UPPERCUT	→↓↘ P→↓↘P	SUPER TRIPLE BLADE	←→ P+K+G

BURN RUBBER WHILE HITTING YOUR OPPONENT WITH A FIRE UPPERCUT (↘ P)

SHOW OFF YOUR SKILLS AND SKIDS WITH THE DRAGON DOUBLE UPPERCUT

CONTINUED

RUB 'EM INTO THE GROUND WITH HIS FINAL THRUST (ENEMY DOWN, ↓ P,P)

RENT A HERO

A rental hero? Anyway, all heroes have a great mental dilemma weighing upon their shoulders as they battle supervillians. His is to beat his opponent quickly (before his suit's batteries die) or be abused like the devoid of skill child he is. The RAH suit allows him to accomplish the task with moves borrowed from Tokio and his Dragon Thunder move. Knock the ruffian down; then Dragon Thunder 'em until death.

P.P. UPPERCUT THUNDER	PPP↓↘→P	RENTAL THUNDER KICK	↑G↓K↓↘→P
KRAZY FLOP PUNCH	←↓P+K+G	LOW KICK THUNDER COMBO	PP↑K↓↘→P
GALACTIC ELBOW CANNON THUNDER	↘ P+K	LOW THUNDER	↓P↓↘→P
ENERGY UPPERCUT THUNDER	↓PP↓↘→P	RENT A SWEEP	↓K+G
DRAGON THUNDER	↓↘→ P	BACK WALL THROW	→ P+G
DAIKO V COMBO	P,K	ASTRO THROW	→← P+G
MAZINDA'S Z COMBO	↘K→K	MEGA LOW THROW	→← P+K+G

ROCKET YOUR OPPONENT INTO ORBIT WITH THE ENERGY UPPERCUT (↘ P)

NOW SAVE THE CITIZENS WITH THE GLORIOUS GALACTIC ELBOW CANNON THUNDER

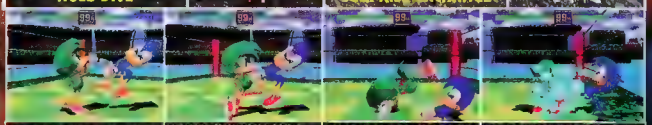
CONTINUED

CONTINUED

BEAN

Cute, hyper, and a pyrotechnical prodigy, our pointy beaked friend Bean is a frantic and explosively hazardous fighter added to the (Mega)mix. Remain a blur. Set of some fireworks...this is Bean's strategy in brief. His (her?) main attack is the Beak Straight or Beak Attack (PPPPP). At farther range, his bomb toss techniques are effective at spoiling your enemy's plans. Since his throws only work against Sonic characters concentrate on using d/f+P and b+P+K to initiate juggle combos.

WOODPECKER	P,P,P,P,P	HIGH REVERSAL	↓ P+K
WOODPECKER PUNCH	↑P,P,P,P	MID LEVEL REVERSAL	↙ P+K
WIND UP PUNCH, BOMB	→ P,P	LOW REVERSAL	↓ P+K
BOMB TOSS	→→ P	DOUBLE JUMP KICK	→→ K,K
UPPERCUT, BOMB	↘ P,P	FIREMAN'S CARRY	↓ P+G
JUMPING PUNCH	↑ P	STUMBLE THROW	←↓ P+G
NOSE DIVE	↑ P	SURPRISE EXCHANGE	↙ P+G



GET 'EM FLYING WITH BEAN'S ROLLING UPPERCUT (↘ P)

SPRIGHTLY DASH FORWARD AND NICK HIM WITH THE HYPER START (← P+K)

MAKE THE APPROPRIATE SOUND EFFECTS AS YOU CONNECT WITH A HORSE KICK (→→ K)

BLAST THEM WHEN THEY'RE DOWN WITH HIS BOMB THROW (ENEMY DOWN) ↓ P)

KUMA CHAN

POKA POKA DON	P,P,P	PUNCH 2001	← P
HAPPY BARREL	[illegible]	KICK 2001	← K
DEATH AND DART	→P,P,P,P,P,P,P	TAKEDOWN THROW	[illegible]
OX ATTACK	[illegible]	WAY OF THE BEAST	→↘↓↙← P+G
SALMON HUNTING	↓ P+K+G,P+G	BEAR HUG PT.1	[illegible]
YAH THA THA	[illegible]	PT.2 (AFTER BEAR HUG)	←← P+G
GOODNIGHT	JUMP+P	WILD CARROT	[illegible]

KUMA CHAN MULTI PART THROW

START THE MULTI PART THROW WITH THIS INPUT (→↘↓↙← P+G)

AS SOON AS YOU GRAB THE OPPONENT, INPUT THE SECOND PART (←→ P+G)

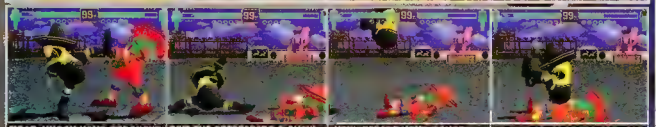
WAIT ONE SECOND AND THEN INPUT THE FINAL COMMAND (←→ P+G)

OOOOOH!!

KumaChan is easily the most annoying character to play against. His obscure attacks are difficult to guard against and his size and movement frequently confuse the enemy's perception of range. Use this knowledge to your advantage and try to be annoying as possible. Whenever you can, go for his multi-part throw.

DEKU

DEKU PUNCH	P	DEKU FALL	[illegible]
DEKU ELBOW	→ P	DEKU MIDDLEKICK	↘K
DEKU UPPERCUT	↘ P	DEKU KNEE	[illegible]
DEKU UPPERCUT UPPERCUT	[illegible]	DEKU SPLITS	↓K
DEKU HAMMER	↓ P+K+G	DEKU HIGH HAMMER	[illegible]
DEKU THE VIOLENCE	[illegible]	DEKU ROLLING SOBAT	↑K
DEKU LOW PUNCH	↓ P	DEKU BEAR HUG	[illegible]



FIRST, KNOCK YOUR OPPONENT OFF HIS HEAVY FEET WITH A STANDING KICK (K)

GIVE THE SPECTATORS A SHOW AND YOUR OPPONENT SOME PAIN WITH THE DEKU SPLITS (↓ K)

NOW, BEFORE YOUR DANCE PARTNER AWAKES, BEGIN A BIG POUNCE (↑)

SPLAT!

Some people take the Mardi Gras a tad too seriously. Deku may care more about being the life of the party more than fighting; since his goofy moves are a tad sad. His juggling techniques are nonexistent, and best fighting moves are funnier than they are effective. Use throws when you have the chance. Otherwise, in a random fashion, use his Deku Uppercut, Deku the Violence, or Deku splits (and hope for a quick beating so you can change characters!)

BARK

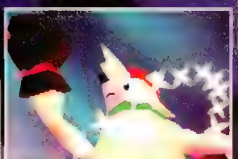
ONE-TWO GUN!	PP↓P	TORNADO SPIN	[illegible]
TRIPLE CANADIAN KISS	→ P,P,P	TIMBER SPIN	→ P+K
LOW HOOK	↘ P+K	UPPER STRIKE	[illegible]
GUARD BREAK	[illegible]	BEAR TOUCHDOWN	→→ P+K+G
DOUBLE POWER PUNCH	↩P	[illegible]	[illegible]
SHOT PUNCH	[illegible]	BACK STRIKE	↘↘ P+G
BARK ELBOW COMBO	↔ PP	GIANT SWING	[illegible]

WITH THE POWER OF AN ABOMINABLE SNOWMAN, BARK UPPERCUT (↘ P) YOUR OPPONENT

FOLLOW THAT UP WITH HIS DOUBLE POWER PUNCH (↓ P,P)

CONTINUED

NOW SQUASH YOUR ENEMY INTO TASTY FROZEN MORSELS WITH HIS POUNCE (↑)



Big, bad, Bark. Well, all Bark and no bite would be a more accurate description of our slow footed friend. Bark is a power character, but he doesn't get much chance to use it due to his tree like speed, or lack thereof. He is especially weak against non-Sonic characters, which he is unable to throw. His strengths are his hook combos, spinning clothesline moves, Shot Punch, and Canadian Kiss. Use these moves with good judgment.

Fighters Megamix ends.

Suikoden

幻想水滸伝

Full Character Guide

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Even as his most powerful foe, man's existence is never without meaning

Welcome to the character guide for what may be the best traditional RPG of all time - Konami's Suikoden. Rather than doing a generic strategy guide (dungeon maps and such) we decided to reveal the location of each and every of the game's 108 characters; a much more important aspect of the game. However, it must be mentioned that the characters are listed in the order you meet them in the game - not necessarily the order you can actually get them in your party. The "LV." in the upper-right corner of the info boxes represents the level of your castle, which increases depending on how many members you have. Certain characters can only be gained when your castle reaches a certain level. Enjoy!

Castle Levels

LV.1 - 1
LV.2 - 25
LV.3 - 45
LV.4 - 90

These numbers represent no. of army members

Character Info Box Legend

Main Character
3
The Main Character very well may be the easiest character in the game to get. Why? Because you don't have to get him! That's right!! He's there from the very beginning of the game! Why, you ask? Because he's the Main Character!!
1
4
5
Location: Gregminster Palace
6

1 - Character Portrait

2 - Character Name

3 - Character Level

4 - Character Description Text

5 - Character Location Screenshot(s)

6 - Character Location

Gremio

LV.1

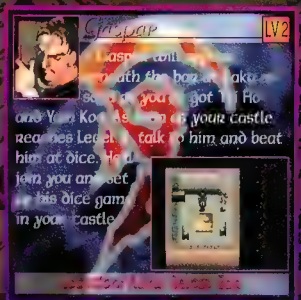
Gremio will join the [illegible] number of [illegible] 8-5? as to [illegible] ill-[illegible] [illegible] near the [illegible] the game's [illegible] [illegible] be in [illegible] party [illegible] mid-way [illegible]

Location: Gregminster, Teo's House

Cleo

LV.1

Cleo is the [illegible] character to join [illegible] [illegible] [illegible]

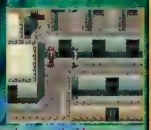


MATHIU SILVERBERG, KAI, LORELAI, KRIN, GIOVANNI, CHANDLER, MEG, SERGEI, GASPAR, LUC, ROCK

Juppo

LV.1

You'll meet Juppo the Trickster while you're burglarizing Lepant's house in Kouon. Just talk to him and he'll join. He's fairly powerful in battles because of his Trick Rune... it does 1.5 damage with no penalties.



Location: Kouon, Lepant's House

Lepant

LV.1

When you're fighting against Kraze he'll join your party. To get him to join, your castle simply talk to him when the battle is over. He's a good attacker in battles and very powerful (with the rest of his family) in army skirmishes.

Location: Kouon, Kraze's House

Eileen

LV.1

When Lepant joins you at Kraze's house, Eileen will join as well. She and Lepant in battle together are even more powerful with their Husband-and-Wife Attack. At high levels she gets a large amount of magic points, too.

Location: Kouon, Kraze's House

Varkas

LV.1

Remember Varkas? He and Sydonia will join you after the Kraze incident in Kakuu. Just go to the first floor of your castle... they'll be waiting.

Location: Your Castle

Sydonia

LV.1

Sydonia joins with Varkas after the Kraze incident. If you form a venturing party with both him and Varkas, you'll be able to use their powerful fireball-like combined attack.

Location: Your Castle

Kirkis

LV.1

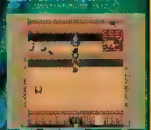
You'll find Kirkis washed up on the shore of your castle after the Kraze incident. He'll even guide you to his village. Although he's a fairly generic long-range attacker, you will need to get him to Level 35 to get Rabi.

Location: Your Castle

Maas

LV.1

Maas is the first of the blacksmith quintet of Maas, Meese, Moose, Mace and Mace. You'll find him in the village of Great Forest; just talk to him and he'll join. Fairly useless in battles unless grouped with other blacksmiths.



Location: Great Forest, Blacksmith's

Sansuke

LV.1

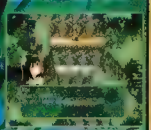
Sansuke the bath master is also in the village of Great Forest. Talk to him and he'll join. He will run the bath in your castle that grows as your castle increases in levels. At the end of the game it'll be a jewel-encrusted wonder!

Location: Great Forest, Sansuke's

Viki

LV.1

On your way to the Elf Village, you'll meet the befuddled Viki. She will join you and can be found in the basement of your castle. She performs the invaluable task of teleporting you wherever you've already been.



Location: Great Forest Maze

Valeria

LV.1

When you leave the Elf Village for the Dwarf Village, the former imperial soldier Valeria will join you. She's incredibly powerful in battles because of her Falcon Rune which does THREE TIMES normal damage with no penalties!

Location: Elf Village

Meese

LV.1

Meese is the second of the Maas, Meese, Moose, Mace and Mace quintet. You'll find him in Dwarf Village. Just talk to him and he'll join.

Location: Dwarf Village

SUIKODEN - CHARACTERS PART 3

JUPPO, LEPANT, EILEEN, VARKAS, SYDONIA, KIRKIS, MAAS, SANSUKE, VIKI, VALERIA, MEESE

Templeton LV 1

...fter the ...ruction of ...e Village of the Elves, ...return to it and find Templeton, a cartographer, there. Talk to him and he'll not only join your army but lend you the incredibly useful Suikoden Map.

Location: Great Village of the Elves

Kuromimi LV 1

Kuromimi, ... will ...ear a few times before ...e will join you and ...ght after being ambushed by the Imperial ... Kobold Village. He's a fair front-row fighter and can do the Kobold Attack with Gen.

Location: Kobold Village

Sylvina LV 1

...fter the in... ...bush of Kobold ...llage, ... appears with Stallion and ... ...r troupe. She's a generic back-row fighter but can do an effective ... bowgun attack with Kinkis and another Elf.

Location: Kobold Village

Stallion LV 1

...tallion, the ... ...t man in the world, appears with ... after the Kobold Village ambush. ... is a generic long range ...tacker.

Location: Kobold Village

Kwanda Rosman LV 1

...fter the ... ...army battles Panny Yakuto, you will ... ...th one of the Five Great Imperial ...nerals, Kwanda Rosman. DO NOT execute him after beating him, then ... ask him to join. He ... an effective front-row attacker.

Location: Fortress of Panny Yakuto

Humphrey Mintz LV 1

...fter ...onn... ...ur first ...ny battle against the ... Empire, return to your ...tle. Flik and ...mphrey will be there. The silent Humphrey will join right away; Flik takes a little more ...work. Humphrey is a generic front-row attacker.

Location: Toar Castle

Flik LV 1

...After ... Flik ... ...off ...strain to the port town of ... Kooan and enter the house on the bottom ... Talk to Flik and he will join you. A useful venturing party member who has to be taken off ... much of the game and wields a Lightning Rune.

Location: Kooan

Sheena LV 2

...ou ... me... ...ant's ...ranged ...on Sheena at ... ... in Seika after you ... castle reach ... ... Bring Lepant in your party and talk to him - Lepant will bring him to your castle. A decent venturing party member.

Location: Seika, Ian

Apple LV 2

...fter your ... ... reaches ... 2, go back to Mathiu's ... Apple should be there. Talk ... and choose any response you want - she'll join you in any case.

Location: Seika, Violetta's house

Quincy LV 3

...ou'll ... ...ntered ...uincy very early in the ... Gate Bridge but he will not ... ... you have a total of 80 ... members. He's a useful long-... attacker.

Location: Toran Bridge

Hellion LV 2

...ellion ... ...mo at ... ...an in Toien. ... to her ... ... will join. She gives you the Blinking ... which allows you to return to your castle at any time, and she ... wields the power of Mother Earth ... rune.

Location: Toien, Inn

TEMPLETON, KUROMIMI, SYLVINA, STALLION, KWANDA ROSMAN, HUMPHREY MINTZ, FLIK, SHEENA, APPLE, QUINCY, HELLION

Gen

LV 1

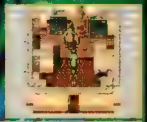
When you reach Lukon's house, you'll find you can't pass the ravine. Talk to a boat maker named Gen in Telen who will introduce you to the scientist Kamandol and join your party.

Location: Telen, Gen's House

Kamandol

LV 1

Gen the boat maker will introduce you to Kamandol. He will make the potion needed to get through the woods to Lukon's hermitage. Try putting him and Gen in your party and trying their cooperation attack.



Location: Telen, Kamandol's House

Eikei

LV 2

Eikei can be found in the northeast corner of Telen. To get him to join you, have to be at level 45, which you'll be nowhere near when you first encounter him. Remember to come back later.

Location: Telen, Northeast Side

Jabba

LV 2

To get Jabba, kill monsters around Antei/Telen until you get a Nameless Item, bring to Jabba to appraise and he'll join.

Location: Rikon, Appraisal Shop

Lotte

LV 3

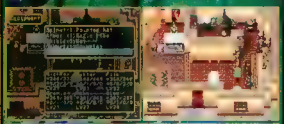
Lotte will tell you that her cat is missing. Remember the lost cat in Kraken Shrine, grab it and return it to her and she'll join your party.

Location: Rikon, Top Floor of Inn

Mina

LV 2

You'll meet Mina in Antei inn where she'll ask you to dance. Make sure the character is equipped with the Shoes, and dance with her. She'll join.



Location: Antei, Inn

Qlon

LV 3

You'll meet the young-named Qlon [illegible] you reach Antei, but you won't be able to recruit him until you've defeated Luca Blight and liberated Antei, Telen and Rikon. Once you have, just talk to him.

Location: Antei, Entrance

Chapman

LV 2

Chapman can be found at the Armory in Antei. Talk to him and you'll be able to recruit him. He will set up an extremely convenient armor shop inside your castle.

Location: Antei, Armory

Jeane

LV 3

Just talk to Jeane at the Runemaster's shop in Antei and she'll join you. As soon as she arrives at your headquarters she will be in her business there, allowing you to equip runes in your castle.

Location: Antei, Runemaster's Shop

Esmeralda

LV 2

To get Esmeralda, fight monsters in the Prison until you receive a Bone. Bring it to Esmeralda and she will join your party.

Location: Antei, Top Floor of Inn

Kimberly

LV 1

When you're trying to find a way to rescue Lukon, Mary tells you to go to Kimberly and Flik in Antei. She has an amusing scene with Flik. Basically she demands that Flik be pretty boy's company for the

Location: Antei, Kimberly's House

GEN, KAMANDOL, EIKEI, JABBA, LOTTE, MINA, QLON, CHAPMAN, JEANE, ESMERALDA, KIMBERLY

Tesla

LV 1

...from getting [illegible] elderly ... tells you that Tesla co... ...be found in the Samlon forest. Travel to the [illegible] in the north-east and talk to the person there and he will join your team. Then you can recruit him.

Liukan

LV 1

...getting to the [illegible] bot... ...of Santaine Kingdom ... ...bandits and Liukan ca... After you beat him once, he'll join your cause. Surprisingly, if you get him to a high enough level and strengthen his weapon to 16, he's pretty good in fights!

Ivanov

LV 2

...In your way ... ...ish, you'll meet a man ... ...the [illegible]ter. When you ... ...speak Milich ... ...Scarleticia and talk to him. Throughout the game you'll find pi... ...seven colors in ... ...Boing them to Ivanov and he'll paint a ... ...your team.

Kasios

LV 3

...asios are ... ...devot... ...to his master, Milich. ... ...Imperial Scarletic... ...found a part ... ...Milich in it and talk to him. He will join your cause. When you g... ...back to the castle, ...to him for ... ...sound ... ...st.

Milich Oppenheimer

LV 1

...offer... ...ecut... ...n o... ...and going ... ...Scarleticia, and will meet one of the Five ... ...Imperial Generals, Milich Oppenheimer. Do NOT execute him, then ask him to ... He is a decent front-row attacker.

Kasumi

LV 1

...ftermaster ... ...neticia retreats to the ... ...to ... ...of ... ...ur headquarters to find ... ... Shrike Rune makes her ... ...effective in battle, use it often. ... ...b... ...s and other ninja are invaluable for spying on the enemy in ... battles.

Anji

LV 3

...ou can find ... ...and his ... ...gets Kanak and Leonardo ... ...in ... ...midst of an ... ...and northeast ... ...boat from your castle. Go there with Sai Ho and Yam Kon in your ... ... talk to Anji and ... ...of them. Then they'll join you.

Kanak

LV 3

...After ... ...ing ... ...k and ... ...and/or ... ...in their ... ...ecuting ... ...you ... ...their support. Putting all three of your venturing party will allow you to perform the powerful Pr... ... Attack on one opponent.

Leonardo

LV 3

...et, ...nak ... ...ell a... ...k and Anji by creating ... ... the ... ...video. Try to beat all ... ...as possible, however, because the battle will end after a few ... ... if they are not all ...

Gon

LV 2

...ormer ... ...ber ... ...party ... ...Kunemimi in ... ...Village. ... ...a house ... ...room. Let Kunemimi talk to him and then you'll be able to ...

Fu Su Lu

LV 2

...talk ... ...a S... ...Kobold ... ...Village and he'll ... ...to ... ...join ... ...as long as you pay his ... ...at the ... ...other high price of 10 ... Bits ... ...ill get you an insanely powe... ... front-row ... ...attack.

TESLA, LIUKAN, IVANOV, KASIOS, MILICH OPPENHEIMER, KASUMI, ANJI, KANAK, LEONARDO, GON, FU SU LU

Rubi

LV.2

You will find Rubi early in the game at the inn in Kobold Village. Kobold Village is [illegible] Rubi you need Kasumi in your party and she is at Level 35. [illegible] Rubi is a [illegible] nightly stay. [illegible] to [illegible]

Location: Kobold Village, Inn

Melodye

LV.2

To get Melodye [illegible] allows you to [illegible] your first [illegible] the Sound Room in Kaleki's [illegible] then bring [illegible] to her [illegible]

Location: Kiroo, West Side

Lester

LV.3

To get Lester, [illegible] steps in both empty houses in Kiroo. [illegible] house [illegible] the south side [illegible] Lester, and he'll join you.

Location: Kiroo, Kim To's House

Georges

LV.3

You can find Georges in the Kiroo Inn [illegible] to [illegible] Conversation-like [illegible] the choices [illegible] the [illegible] he will join you. [illegible] should you [illegible] want to [illegible] again, talk to him [illegible]

Location: Kiroo, Inn

Leon Silverberg

LV.4

You will meet [illegible] in Kalekka, but [illegible] join you [illegible] Level [illegible] Once it is [illegible] talk to Machine #1 Q, then talk to Leon again.

Location: Kalekka, First House

Sarah

LV.3

Sarah the washing lady has a hard [illegible] get Rubi, talk to her. She'll say she needs [illegible] to the Resistance [illegible] buy sugar. Then talk to the people in town in the [illegible] below. This will get you the soup. Then talk to Sarah, and she'll join you. Surprisingly, she is good in fights!

Location: Kiroo, East Side

Blackman

LV.2

You will meet Blackman in the gardener's [illegible] north side of Kalekka. [illegible] him to [illegible] but make sure you DO NOT sleep on his bed. [illegible] and if you do, you may [illegible] the town guard [illegible] come back to [illegible] and talk to him.

Location: Kalekka, North Side

Ronnie Bell

LV.1

Ronnie Bell can be found at the Resistance's secret [illegible] She is a [illegible] battles because of the [illegible] she has equipped. It does [illegible] damage with normal [illegible] attacks. Try to [illegible] her and Lemon, [illegible] combined.

Location: Secret Factory

Kessler

LV.1

You'll meet Kessler and Leon (remember them?) [illegible] Resistance's secret factory before them. From Ronnie Bell and the [illegible] join you [illegible]

Location: Secret Factory

Ledon

LV.1

As soon as you get to the secret factory, you'll run across Ledon. He's the [illegible] drugged you back on the mountain! Show Kessler and tell [illegible] Bell you know Kessler and Ledon. They'll [illegible] to your [illegible] and [illegible]

Location: Secret Factory

RUBI, MELODYE, LESTER, GEORGES, LEON SILVERBERG, SARAH, BLACKMAN, RONNIE BELL, KESSLER, LEDON

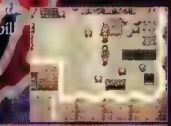
Kage — LV.2

...age ... fo... ...nja ...ho broke into t... ...s Vault and stole ...e five-spe... ...n to the secret ...factory can be found against the ...back wall. ...recruit him, you ...need to pay 20,000 bits ... his services.

Location: Secret Factory

Mose — LV.1

...mose, get ... ...of th... ...ory, Meese, Mose, Mose ... ...ce quest can be found at the ... ...s original secret factory. Just talk to him and explain your ... ...n, and he will ...



Location: Secret Factory

Kun To — LV.1

...un To ... the ... ...chan... ...old friend of ...i Ho's. ...he will suggest you go see ...ther ... ...with Mose at the secret factory. Do so, and he'll join you ... as well ... help you ge... ...ough boats to carry your fleet ...peans.

Location: Kraco, Kun To's House

Alen — LV.1

...after the ... ...battle ...Teo, he will ... his ... ...Alen and ... Grenseal joins. Alen is equipped with the powerful Rune Rune, the powered-up ... ...sion of the ...

Location: Second Battle With Teo

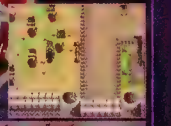
Grenseal — LV.1

Grenseal is ... ...when ... ...-hard man ... the ... ...the powerful Lightning Rune ... ...wered-up Thunder Rune for an amusing but not very ... ... combined ... ...Flik, Grenseal and Alen in a battle together.

Location: Second Battle With Teo

Kirke — LV.2

While on your ... to ...ckard's ... ...n, you'll ... ... deserted fortress of Lowlan... On ... ...s through it, go back in and Kirke the Executioner will be there ... ... him and assist ... ...ing your army.



Location: Lowlan Fortress

Window — LV.3

Window ... ...ily ... ... meet him in the Warriors' ... where he says ... wants the Window Rune to be ... ...

Zen

LV.3

To get Zen the gardener, you need to buy blue seeds in Rikon, yellow seeds in Teien, and red seeds in Warriors' Village, and give them to him. When he has his rainbow-hued beans of delight, he'll join you...

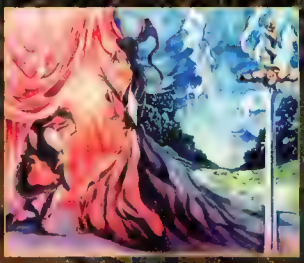
Location: Qlon Temple

Hugo

LV.3

Find Hugo the Wan Scroll found in the Qlon Temple cave and give it to him. He'll [illegible]. During [illegible] you'll find [illegible] books; give them to him and he'll be able to read them.

Location: Qlon Temple



Crowley

LV.4

Crowley: The hardest character to get in the game. In Qlon cave, Walk into the wall in the shot shown below to find the hiding place. Crowley has the most MP of any character in Saikoden.

Location: Qlon Temple Cave

Nash

LV.1

After defeating Necloro and saving Tengaar, Hix will accept his warrior heritage and join you. He's an excellent close-range attacker, but he can do the interesting combined move "Warriors' Village Attack" with Tengaar.

Location: Necloro's Castle

Tengaar

LV.1

Tengaar will join you with Hix, after you have been [illegible] Necloro. Tengaar is extremely powerful - she'll have a stunning amount of magic points by the end of the game. Equip her with a Flowing Rune for the endgame.

Location: Necloro's Castle

Pesmerga

LV.4

Here's another hard character to get. After defeating Necloro, trek all the way up to the top floor of the castle and you'll find Pesmerga, a good front-row attacker searching for the black night Yuber. Just talk to him and he'll join.

Location: Necloro's Castle, Top Floor

Clive

LV.4

The second-hardest to get (and the coolest) character in the game. After your castle reaches Level 4, he appears ONE OUT OF EIGHT times you enter the inn at Rikon. Talk to him and he joins. Check out that shotgun! For a cool hidden event, take him to the gravestones at the town of Rockland during the endgame.

Location: Rikon, Inn

Fuma

LV.3

Fuma claims to be well hidden, but you can see him behind the fortress of the Dragon Knights rather easily. Just walk all the way up the side of the castle on the right and talk to him. He's useful for spying in [illegible] battles.

Location: Dragon Knights' Fortress

Kreutz

LV.2

Humphrey's [illegible] Kreutz can be found inside the Dragon Knights' Fortress. Talk to him with Humphrey in your party and after a little convincing he'll join your cause.

Location: Dragon Knights' Fortress

Milia

LV.1

Milia will accompany you to Seek Valley to search for Moonlight Weed, and after you [illegible] the dragon [illegible] back to your castle and [illegible] she is a fair long-range attacker.

Location: Dragon Knights' Fortress

Mace

LV.4

Finally! The last of the blacksmiths! You have to get Mace immediately - if you wait, you won't have [illegible] in your party. You must put Maas, Meese, Moose and Mose in your party and talk to him. He can sharpen your weapons to Level 16!

Location: Seek Valley

ZEN, HUGO, CROWLEY, HIX, TENGAAR, PESMERGA, CLIVE, FUMA, KREUTZ, MILIA, MACE

Joshua

LV 1

...me-o... ...mmo... ...aden of the Dragon ... Kn... ...ght after you ... save ... ...e he can't be put into the ...ntain party. Joshua offers the ... power of ... gon air strikes in army battles.

Futch

LV 1

...em ...nder ... the ... beginning ... the game ... ha... ...you ... tekn...at's ... Futch ... ...ight 9th Clan ... will ... join you after you've ... the ...

Taggart

LV 1

...ggart can ...tially be ... on as the character is ... S... ...n with the least ... of ... He will appear at ... ...s castle on the top floor after the Dragon Knights ep... ...e and beg you to save his mast... Warren. All RIGHT!

Griffith

LV 1

... ...

Gather round, fair warrior, and bear witness to our Wild Arms coverage! The next ten pages provide complete maps and walkthroughs for the first [illegible] and two towns in the game. The most startling puzzles and best placed items are shown at a glance. Happy adventuring!

SURF VILLAGE

This is the village where Rudy, the traveling youth, takes up odd jobs to support himself. After a hard day' working, Rudy finds out that a child has wandered off into the Berry Cave to the South. Collect your first "Tool" from the Mayor and head for the cavern to save little Tony from danger. Stock up on some healing items, because enemies will pounce you as soon as you leave the town. Learn the basic [illegible]

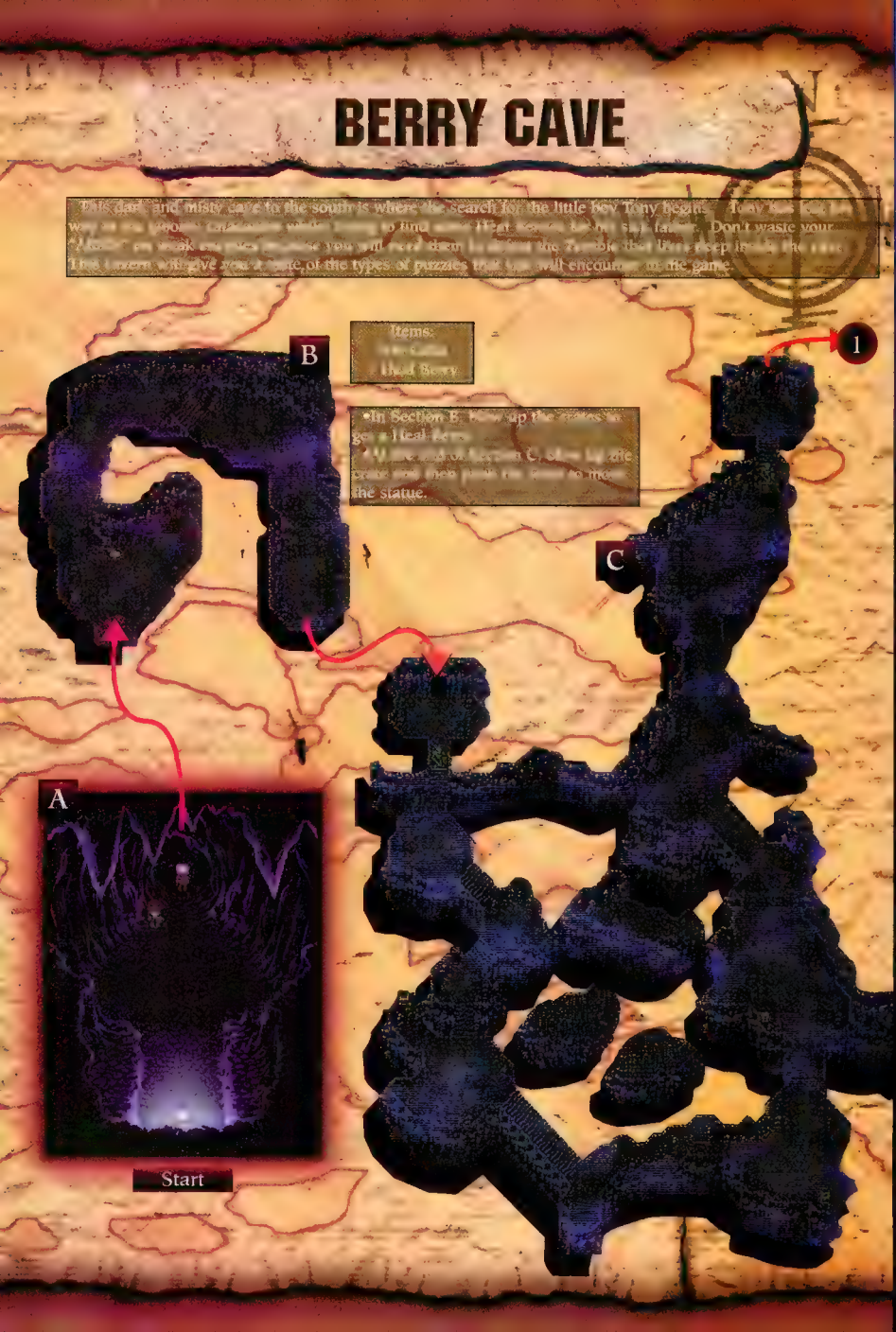
Item	Price
Heal Berry	20
[illegible]	[illegible]
Medicine	30
[illegible]	[illegible]
[illegible]	[illegible]
Long Knife	[illegible]

Power Apple
[illegible] Berries
Light Shroom

- [illegible] Mayor [illegible] the [illegible] house to the South-East to get your [illegible] bombs.
- [illegible] the [illegible] to [illegible] to [illegible] Shroom.
- Check all the barrels and crates to find [illegible]

BERRY CAVE

This dark and misty cave to the south is where the search for the little boy Tony begins. Tony has lost his way in this labyrinthine cave while trying to find some Heal Berries for his sick father. Don't waste your Arrows on weak enemies because you will need them to defeat the Zombie that lies deep inside the cave. The Lizzers will give you a taste of the types of puzzles that you will encounter in the game.



E
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MEMORY TEMPLE

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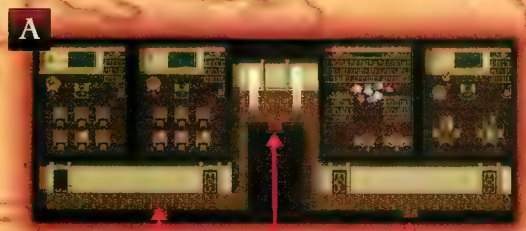
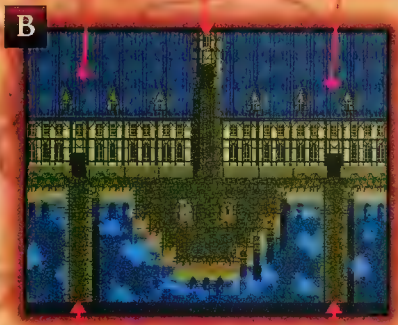
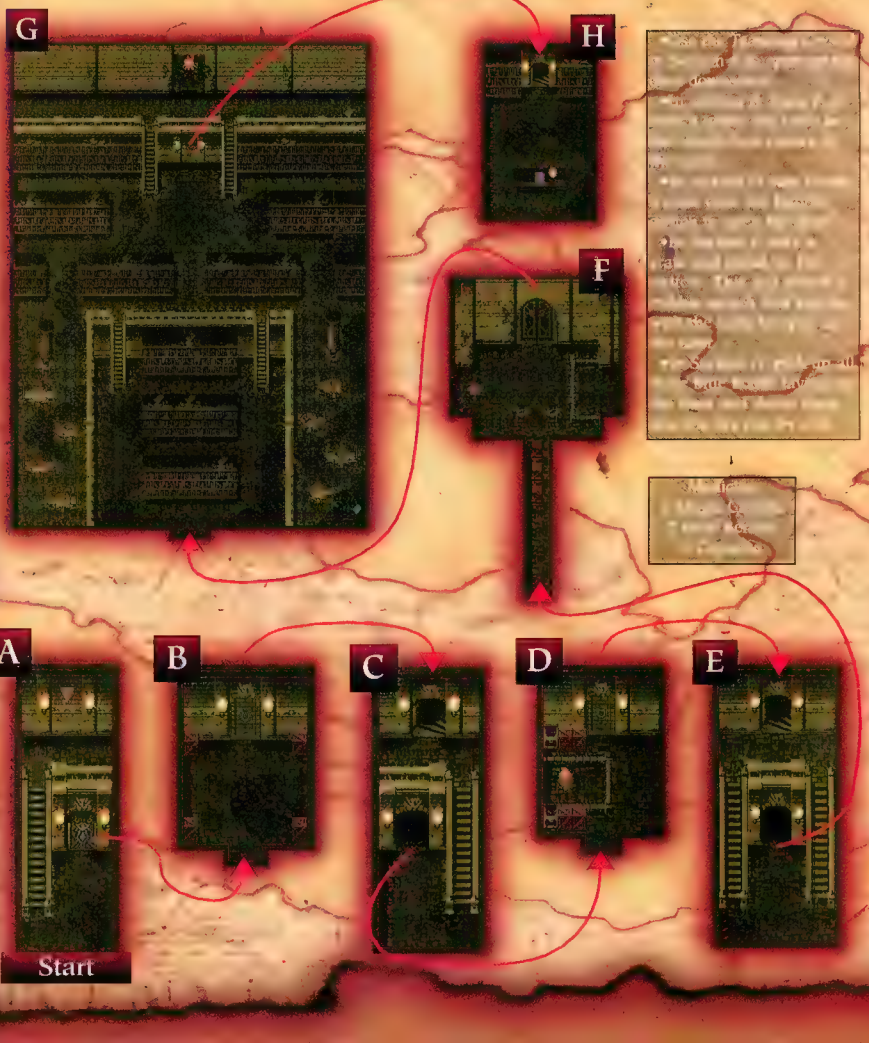
CURAN ABBEY





SEALED LIBRARY



ADLEHYDE

Item	Price

LOLITHIA'S TOMB

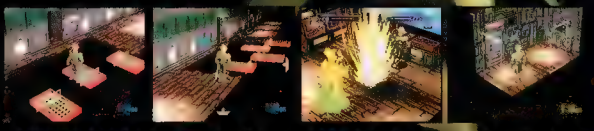
R
Q
M
O
P
L
N
2

THE PARALLEL SYSTEM

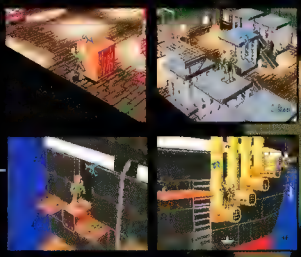
Depending on how you deal with the initial blazing ship scenario, the game takes place in one of five different parallel dimensions that totally change the events on Jailer's Island. Below is a chart that details each of these parallels and how to get them.

TRANSPORT SHIP

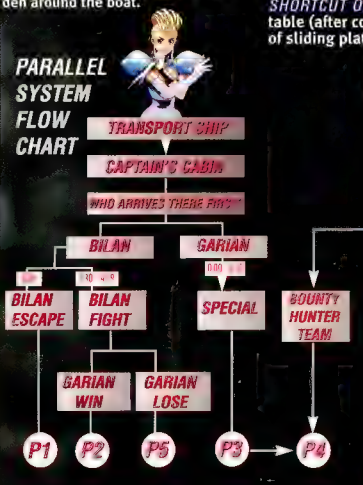
In order to make it to the Captain's cabin in time for Parallel 3 and 4 (under 3 minutes 30) it helps if you make use of the two short cuts hidden around the boat.

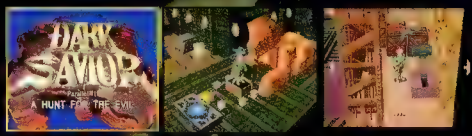


SHORTCUT ONE: When you exit the room with what looks like a slot car track on the table (after coming in through the window) go left and you will come across a series of sliding platforms. Jumping across the platforms lets you skip a few rooms.



SHORTCUT TWO: In this ... amber hit the box in ... lower left hand corner to reveal a hole in the floor. Drop down though the hole and follow the path outside the ship to cut a huge chunk out of your journey.



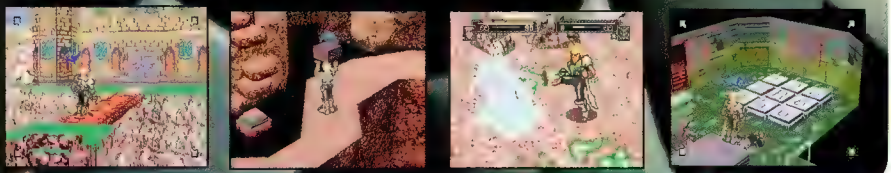


PARALLEL ONE - A HUNT FOR THE EVIL

As you battle with Bilan's clone, the real Bilan escapes the transport ship and heads towards jailer's island. By the time you reach the island, Bilan is already on the loose, and Warden Kurtliegen has declared a state of emergency. Your mission in Parallel One is to hunt down and capture the villainous Bilan. But why would Bilan travel to the one place where it was supposed be executed? You get the feeling that Kurtliegen isn't telling you everything...

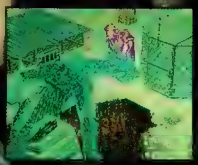
ORDER OF EVENTS:

1. TOWN - Search the town for hidden chocolate and make sure you get the Sword Power from Olivia (four pieces of chocolate). You should already have some stocks left over from the boat. Fight one of the prisoners for the key to D... to the JLO base.
2. JLO BASE - Get the bottle from the lower right hand corner of the level, behind the crates. Talk to B... or which leads to the Warden's castle.
3. WARDEN'S CASTLE - Follow the beams into the castle. Carry Drizzit with you on the way out to rece... e castle follow the sewers back to the JLO camp.
4. MINES - Take the second exit from the JLO camp. After a brief sewer section you will emerge in the bil... g room you will find the main power switch behind the prisoner's quarters. When you come to pour the acid, p...
5. CATACOMBS - A series of basic puzzles: push the mummy into the coffin; put the rocks in the pots them ... hidden room behind an un-lit lamp near the stone lion; jump on the sand tornados and knock over the broken obe...
6. UNDERGROUND CITY - Talk to all the people inside the various buildings. There is a hidden ladder in the top left hand corner of town that lets you climb up onto the high walkway. In the room with the giant calculator look at the posters on ... secret code.
7. LABORATORY - In the laboratory you fight Doc. Try to capture him as he's a handy ally. You can search around for the ... second diary, but they're not essential.
8. THREE TOWERS - In this parallel you only skim the surface of the three towers. Ultimately you must ascend to the top of ... tower to do battle with the Parallel One final boss: M. Bilan. Just like ordinary Bilan, his weak spot is his back.



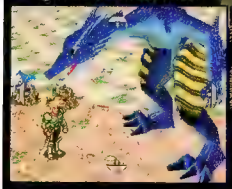
PARALLEL TWO - A HUNT FOR THE HEART

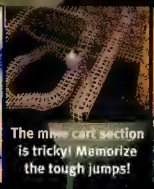
Garian defeats Bilan on the transport ship, and is stunned to see that the person Bilan was in possession of is none other than his brother Luke! The only way that Garian can save Luke is to find Wouda's diary, a legendary book that is said to be hidden somewhere on jailer's island.



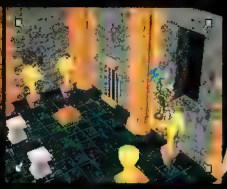
ORDER OF EVENTS

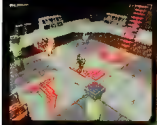
1. TOWN - Warden Kurtliegen meets Garian in the bar and opens the door to Death Valley for you. Everything is in the same location as Parallel One except Olivia is missing.
2. JLO BASE - Bruno tries to convince you that Kurtliegen is corrupt. You agree to listen to him and follow Drizzit into the castle to see proof.
3. WARDEN'S CASTLE - While in the castle Drizzit falls into the toxic vat and is transformed into a polygon monster. Rescue Kay and carry her out of the castle to win her over.
4. KURTLIEGEN'S MANSION - Solve the circuit board puzzle to reach the vault and get the diary of Wouda. But watch out for the lasers on the way out. They're harmful, but not fatal.
5. MINES - The first of the two mine cart sections. This one is relatively easy. Learn when to switch between the outer and inner cart views. Kay is captured and Kurtliegen pursues her into the catacombs. You must follow.
6. CATACOMBS - Thankfully, the catacomb puzzles are already solved. After giving Kurtliegen the diary in exchange for Kay, you must go back a room to free Kay's sister.
7. UNDERGROUND CITY - The calculator room is broken, and you must exit the city the same way you came in. Once again talk to everyone for a few [illegible].
8. THREE TOWERS - You must enter each of the towers to get the three rings: Copper, Gold and finally Silver. Copper and Gold are obtained by beating the two statues of the same name. Silver is actually Kay, and she transforms into fire Kay to fight the last boss, Drizzit.

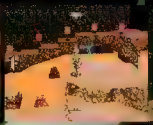


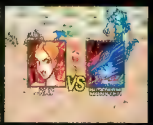


The mine cart section is tricky! Memorize the tough jumps!



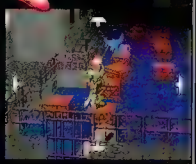




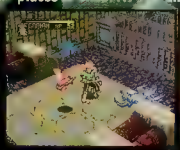


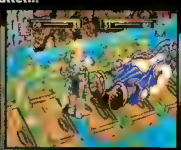
PARALLEL THREE [illegible] LIES

Garian reache[illegible] before Bila[illegible] from the ship. Gar[illegible] to Jailer's Island[illegible] allel, but this t[illegible] to happen a litt[illegible] near the JL[illegible] to strike a deal [illegible]



1. TOWN - The incident with the young boy has greater significance in this parallel, though you don't know it yet. Once again [illegible]iegen approaches you to find the secret JLO base.
2. JLO BASE - You have to take the tough path into the base. When you get there it's already been destroyed by Bilan. Remember to [illegible]ect the bottle before moving on.
3. MINES - You follow Bilan into the mines. After the second (and more difficult) mine cart section (you have the use the in-cart view [illegible] you find and defeat Bilan. [illegible] Kurtliegen leads you onto the Carbon Floor where a nasty surprise awaits.
4. CARBON FLOOR - J.J. initiates plan D[illegible] thaws all of the carbon frozen criminals including... you!! But how can you be in two places [illegible]?! The answer lies in [illegible]th parallel...





DARK SAVIOR

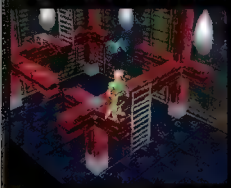
Parallel IV
A HUNT FOR THE TRUTH

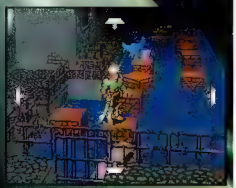
PARALLEL FOUR - A HUNT FOR THE TRUTH

The clock is turned back to when you first left for Jack's island. Back on the mainland your bounty hunter friends pick up the distress signal Garian sent from the transport ship and decide to come to the rescue. Meanwhile, Garian is arrested for murdering the young boy in town! What's going on!!?

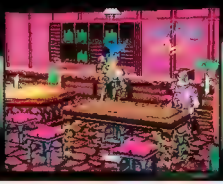
ORDER OF EVENTS:

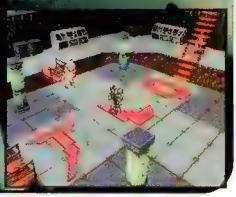
1. **CARBON FLOOR** - Jack explains the concept of parallel dimensions. Two parallels have collided and now you have to fight for your existence against an evil Carbon Garian. You have exactly one hour to complete all three towers, rescue your friends and escape the island. There are no save points in the fourth parallel,.. so die and its back to start!
2. **SILVER TOWER** - Things kick off atop the silver tower with an epic assault course. It takes a lot of patience to get through it fast, so keep practicing. You have to be quick if you want to save all your friends.
3. **GOLD TOWER** - You should be familiar with the puzzles in the Gold Tower by now. Speed is the key. Be careful around the spikes because death means re-starting the parallel. If you rescue any of your friends, use them in the next battle.
4. **BRONZE TOWER** - A lot easier than the Gold and Silver towers that's for sure! On your way back down you can fall off the ledge to re-start at the lower entrance to that screen,
5. **DEATH VALLEY** - If you do the three towers fast enough you'll rescue all of your friends (including Kay) before the final battle. After fighting Meg you return to the tower to fight Carbon Garian. Defeat him and you've got 90 seconds to make it to the right!!!





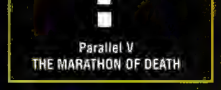
Parallel four is short but tough! Can you conquer the Silver Tower assault course?

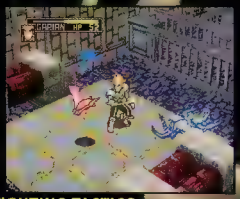


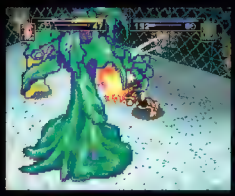


PARALLEL FIVE - THE MARATHON OF DEATH

This isn't really a super parallel as such, more an endurance test. After losing to Bilan you are taken to an arena where you must face off against ten different opponents, one after the other. Mushai, Indigo, Kurtliegen, Bruno, Bilan, De Bose, Blade, Mash, Sean and M.Bilan. The catch is, you only have two energy bars to fight all of them!!! Here are some fighting tips to help you out.

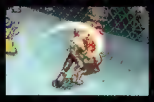


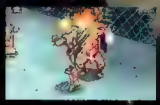


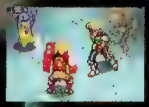


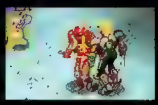
FIGHTING TACTICS:

1. THE DASH ATTACK - The dashing attack is the most effective attack in the game. Hold down run, charge towards your opponent and press attack. It does a lot of damage, and normally knocks your foe to the ground. Try to repeat the attack as they get to their feet.
2. SPECIAL ATTACK - When close to an opponent, hold down run and press AWAY and attack. For Garian this move is a spin kick, but it varies from character to character. It also counts as a finishing move in the point tally.
3. SUPER ATTACK - The charged super attack always does the most damage, and if you can finish an opponent with it, you'll get a special Finish point bonus.
4. EXCHANGE - Make sure you are touching your opponent then press towards and attack. You swill swap places with them, giving you a chance for a back attack.









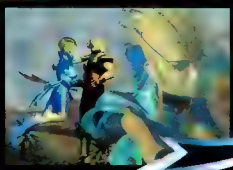
TRICKS

TWO PLAYER VS MODE

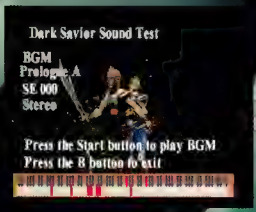
Once you have completed all five parallels (and have the game position saved) load the game and access the fifth parallel as per normal. This time however, plug in a second pad and a second player will take control of Garian's enemy!!

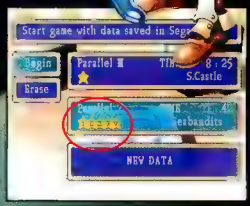
MUSIC KEYBOARD

In the sound test hold down X, Y and Z while a music track plays to see the notes represented on a keyboard.



The two player mode is cool! Just make sure Garian doesn't loose!





POWERSLAVE

Lobotomy's *PowerSlave* is a hugely underrated first-person perspective shooter that combines traditional corridor blasting action with an adventure based non-linear level structure. It is also loaded with secrets. In fact, the first time you complete the game, your real quest has only just begun. Listed here are some tactics, an exclusive missive from the creators, and the location of all 23 team dolls. Remember, don't start looking for the dolls until you have all the artifacts, and all the pieces of the radio transmitter.

THE WEAPONS OF WAR

MACHETE

Your starter weapon that never runs out. It is ineffective against all but the weakest foes, and should only be used either a) underwater or b) when you're totally out of ammo.

BEST VS: PIRANHA

PISTOL

The first weapon you find gives an excellent shot-to-weapon energy ratio, and is good for dealing with one-hit enemies like scorpions and birds. Unfortunately it is pretty in-effective against more than one enemy.

BEST VS: SPIDER, BIRD

M-60

The M-60 should be your staple weapon. It clears a room of lesser enemies in seconds and can pin Anubis Zombies, Mummies and even Bastets. The only downside is hasty ammo consumption.

BEST VS: SCORPION, BIRD, OMENWASPS, ANUBIS ZOMBIE

AMUN BOMB

On top of its secret finding properties, the Amun Bomb is a powerful long range weapon, provided you can master the art of angled throws. It can also be used underwater.

BEST VS: PIRANHA, MAGMANTIS

FLAME THROWER

The ultimate close range weapon for a single target. The flame thrower stops any enemy in its tracks and can even set them on fire. Very good against bosses. Uses energy quickly.

BEST VS: ANNUBIS ZOMBIE, MUMMY, BASTET, ANUBIS

COBRA STAFF

PowerSlave's rocket launcher. Except this one homes in! Unfortunately, the cobras aren't very damaging, it often misses and can hurt you at close range. It can be used underwater though.

BEST VS: SPIDER, PIRHANA

RING OF RA

A brilliant short range weapon, due to its rapid rate of fire and wide spread coverage. Best saved for encounters when you find yourself outnumbered with no space to move. Can be used underwater.

BEST VS: OMENWASP, BASTET, MAGMANTIS, ANUBIS

MANACLE

PowerSlave's BFG! Keep the button held down to charge a more powerful shot, then let her rip. The manacle fires up to four streams of electric death, which home in.

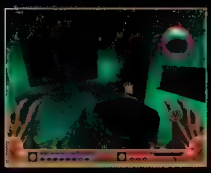
BEST VS: OMENWASP, BASTET, MAGMANTIS, ANUBIS

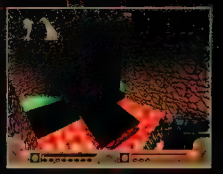
AMMO CONSUMPTION

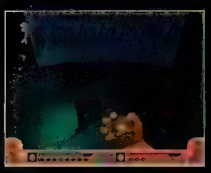
All weapons in Powerslave use the same ammo supply. Make sure you keep your most frequently used weapons (ie. the M-60 and Amun Bomb) topped up at all times.

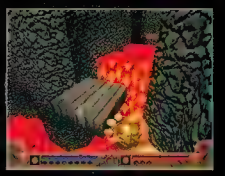
A MESSAGE FROM LOBOTOMY

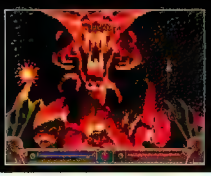
+++ An incoming message from the creators of PowerSlave +++











Some people may have figured out by now (if they have collected all 23 team dolls) that the Playstation version of *Powerslave* (aka *Exhumed* or *1999*) does not have the hidden Death Tank™ game found in the U.S. and Japanese Saturn versions. But hey, we needed to get the Playstation version out for you to play!

We haven't forgotten to reward those of you who do complete the ultimate task of finding all the hidden Team Dolls, and intend to make it very worthwhile to use your save game file from *Powerslave* with *Exhumed 2* (or *Powerslave 2*, working title). We are full of crazy ideas at present... none of the ideas are finalized and some we just don't want to share... but here's some of what we may enable through your save game:

1. A normal saved game might open up certain areas on the *Exhumed 2* world (hidden levels) unavailable otherwise. That's if you don't finish *Powerslave* with all the transmitter pieces.

2. A saved game with all transmitter pieces might additionally allow the player to use artifacts, weapons, or other abilities from the *Powerslave* saved game, even if they aren't included in *Exhumed 2*. Imagine having the ability to jump higher than your friend during multi-player battles or nailing them with a cobra from around a corner! Hell, players might even get limited use of Dolphin or Eagle modes...

3. With a saved game containing all 23 team dolls from *Powerslave*, we plan to include either the fully updated in-house, Lobotomy-only version of Death Tank, featuring eight players, Blitz rounds, nuclear flash, bonus weapons and other effects not found in the released six-player Saturn version, or a whole new bonus game different from Death Tank. We might even hide a second bonus game in *Exhumed 2* which is not fully featured for those players who don't have a team doll saved game.

Whatever the case, you can expect more trickery from Lobotomy... maybe another Lobo-quest! We don't know for certain yet, but you are well advised to keep your *Powerslave* saved game around for another year while we prepare the greatest game ever!!!

Thanks!

Brian McNeely

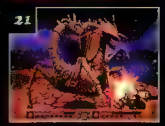
Executive Producer, PowerSlave

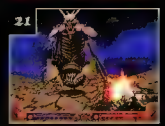
THE MYSTICAL MAP OF KARNAK

Here is Karnak at a glance. Where you see an object with an item next to it in brackets, that item is needed to reach the object. Likewise if you see an item in an arrow leading to a location, that item is needed to reach that location.

MAP LEGEND

- WEAPONS
- ARTIFACTS
- PIECES OF RADIO
- LIFE ENHANCERS
- BOSS CREATURE
- TEAM DOLLS





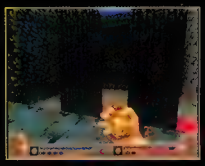
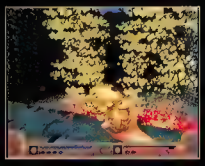
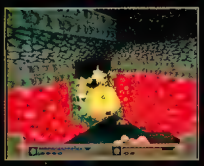
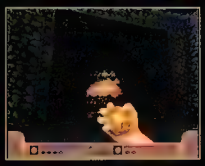
DOLPHIN AND EAGLE MODE

Where a team doll requires one of the two animal powers to reach, it is marked on the map. You get Dolphin Mode after 10 team dolls, and Eagle Mode after 14.

THE LOCATIONS OF

SET ARENA
1. JASON WIGGIN

Throw an Amun Bomb at the two pillars. Throw another bomb at the lower platform, press the switch, then throw a bomb at the opposite wall. Follow the path.

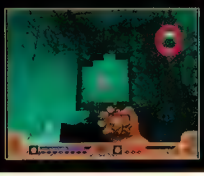
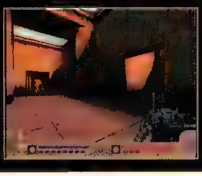





NILE GORGE
2. RICHARD NICHOLS

Throw an bomb at the wall behind the camel. Enter the upside-down room for your second Team Doll. That was easy, wasn't it?

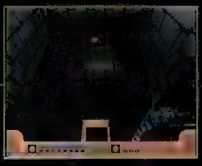
SUNKEN PALACE
3. PAUL HAUGERUD

After you collect the last key, take the left exit before the doors close. Follow the path out to the room with the Full Health. Throw a bomb at the wall behind it and press the switch. The Team Doll is near the camel.

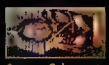



SOBEK PASS
4. TOM KRISTENSEN

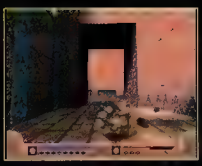
Throw a bomb at the wall past the last key (twice!). Hit the switch and return to the start of the level. Look where the fireballs are going...



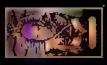
MOUNTAIN SHRINE
5. PAUL LANCE



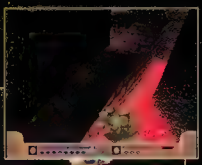
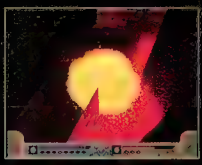
As you jump out onto the first platform above the lava, throw a bomb at the wall directly in front of you. Easy peasy. Just don't fall in on your way out!



MAGMA FIELDS
6. DOMINICK MEISSNER



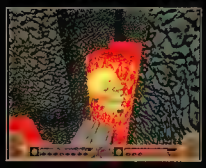
Blow open a hole in the side of the walkway near the start of the level (as shown). Hit the switch then drop down the lava passage to collect the doll at the end of the level.

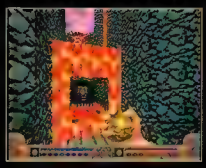



THE 23 TEAM DOLLS

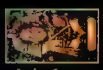
HORUS PEAK
7. ERIC KLOKSTAD

Throw a bomb in the side of the lava fall at the point shown. There is a secret chamber containing a doll inside.

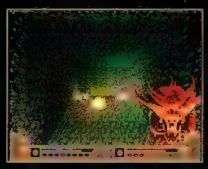


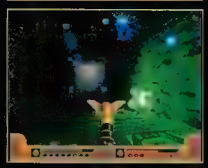


CANYONS OF CHAOS
8. JOHN VAN DEUSEN



Float around at the highest point until you see the wall shown below. Blow it open and follow the passage inside to the room with the two Magmantis critters. Blow out the hatch in the ceiling and negotiate the tricky laser network for the doll.



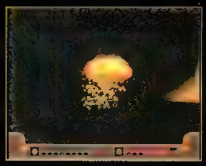


KILMAAT HAUNT
9. PAUL KNUTZEN

Deposit your sceptre and feather then return up the lift to the courtyard with the monolith. A new passage should have opened up. Follow it to get the doll.

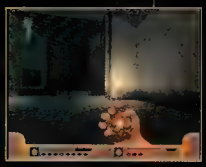
TOMB OF RAMSES (ESC)
10. JEFFREY S. BLAZIER

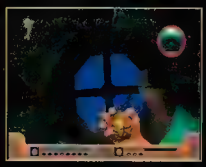
After you defeat last boss you must escape Ramses Tomb. On the way out throw a bomb at the point indicated. You need FULL BOMB POWER to get this doll, so don't use any bombs on the last boss.

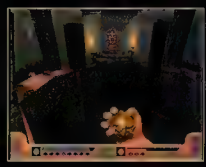


TOMB OF RAMSES
11. KEVIN CHUNG

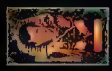
Throw a bomb at the crack in the wall and then again at the cross section blocking your exit from the water. Use your dolphin powers to leap up and get the doll.



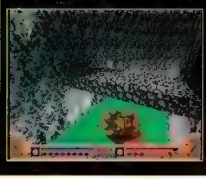


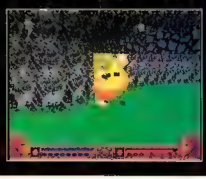


KARNAK SANCTUARY
12. PAT SCHREIBER



On the way towards the camel that takes you to Heket Marsh, throw a bomb at the wall directly underneath this bridge. You'll need dolphin mode to get the doll.

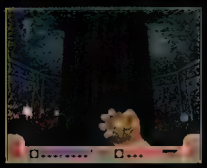


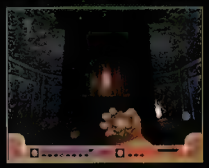


THE LOCATIONS OF

HEKET MARSH
13. JOHN SCHWAB

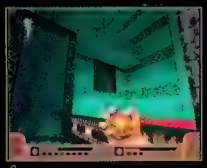
Just before the door that leads to the camel, turn around and throw a bomb at the pillar in front of you. Jump in and swim down the tunnel to get the doll.



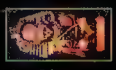


KILMAAT COLONY
14. MARK KOATES

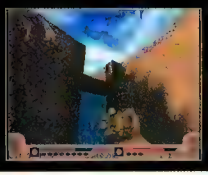
Take the left exit from the level's central chamber and you will come across two Anubis next to a pond of lava (check the shot). Throw a bomb at the spot shown and use your dolphin powers to reach the doll.

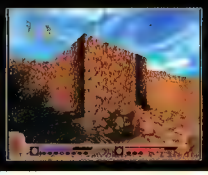


KARNAK
17. EZRA DRIESBACH



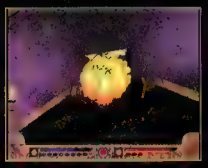
Throw a bomb at the rock directly above the top of the water fall and use Eagle Mode to fly up there. Throw a second bomb at the right hand corner of the area and swim down the passage.

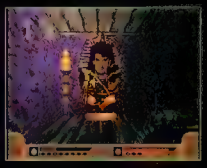




AMUN MINDS
16. SCOTT BRANSTON

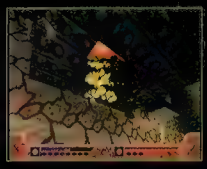
In the room where you first receive the Amun Bombs, throw one up at the break between the wooden beams on the ceiling and fly up to collect your doll.





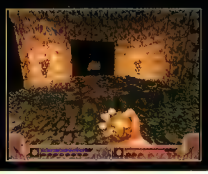
SET PALACE
17. WILLIAM VALLERAS

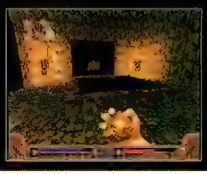
As you enter the main palace area, drop down off the first bridge and throw a bomb into niche shown (on the underside of the bridge). Fly up and add another doll to your collection.



THOTH RELIQUARY
18. DAVID LAWSON

In the very last chamber of the level (where you first collect the Protective Anklets) throw a bomb at the pedestal where the Anklets where originally located. Drop down into a hidden chamber to find the doll, then use Eagle Mode to fly back out. But watch out for those Fire Balls! They'll scorch your rump!

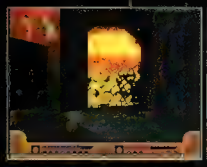


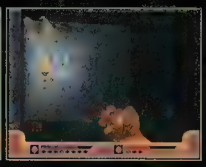


THE 23 TEAM DOLLS

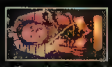
SELKIS BURROW
19. TROY JACOBSEN

On the spiral staircase, throw a bomb at the wall section directly opposite the door that leads into the level. Hit the switch to lower a nearby step, then throw another bomb at the newly revealed wall. Hit that switch to lower ANOTHER step further back up the staircase, blow up that newly-revealed wall and follow the passage.

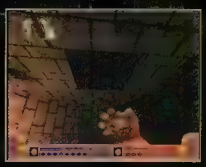




SLAVE CAMP
20. JOE KRESOJA

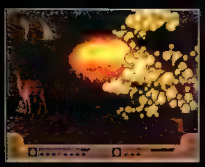


In the room indicated (check the map), throw a bomb at the ceiling over the square hole to open up a secret passageway. Fly up for your doll.



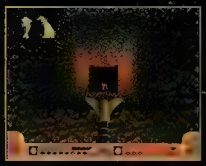
CAVERN OF PERIL
21. PAUL SCHREIBER

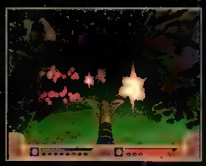
Bomb the wall to the right of the camel at the end of the level. Then fly all the way back to the start and look for the bridge as shown in the shot below. Yes, my friends. Another mutated mummy...



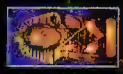
SELKIS PATH
20. KURT PFEIFER

As you approach the camel at the end of the level, fly directly up to a passageway a storey above that area which contains one of the last Team Dolls.

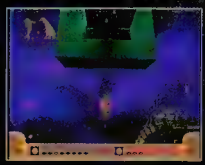




KILMAAT ARENA
23. BRIAN McNEELY



There is an invisible walkway directly beneath the walkway leading to King Ramses body at the end of the level. Fly down and collect the last Team Doll.



AFTER THE BANDAGED FREAKS ARE YOURS...

lect all the pieces of the radio transmitter in order to get to the 10th Team Doll as you escape

At 10 dolls you enable Dolphin

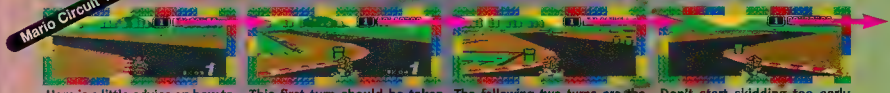
which allows you to fly indefinitely by repeatedly tapping the jump button. And at 23 dolls

However, be sure to check out the 'Message From Lobotomy' for information on how you can use

SUPER MARIO KART

Another cool feature in Mega Man X is a special Retro section where, every now, an "Old School" game of legend is brought out and secrets are revealed that you may not have been previously aware of. To kick start this section off, we've enlisted perhaps the best 'fun' racer of all time, Super Mario Kart for the Super NES! Although it wasn't too shabby when the 64-bit version of this classic hit the mainstream, the 16-bit power is still whether the game was as good as we remembered it, and we had more fun than ever! Dig out your copy and race again; you'll be glad you did! Finally, if you have any favorite games of yesteryear that you want covered (for example, Sonic, Metroid and Castlevania) then write in and we'll take care of the rest! But for now, let us depart to the mode seven heaven of Mario's first karting experience!

Mario Circuit

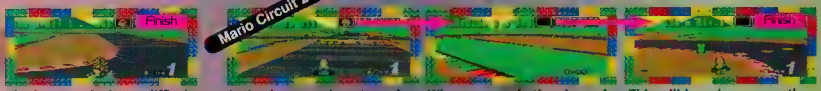


Here is a little advice on how to get a fastest time on this track. Use Bowser or DK Jr. and be sure to get the turbo start!

This first turn should be taken by skidding very close to the pipe. Make sure you straighten out onto the road, not the dirt.

The following two turns are the trickiest of the bunch. Start the skid in the middle of the road and cut this first pipe very closely.

Don't start skidding too early here, because hitting the pipe can be quite frustrating!



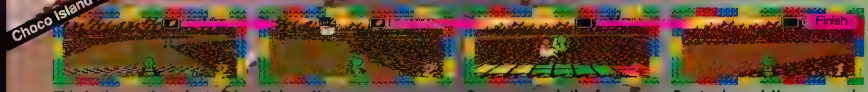
The last turn isn't too difficult. Just don't skid too much because the dirt isn't your friend here. The fastest time we have is 1:02:68.

Let's show you how to make your kart fly. Use your mushroom right before the turbo jump at the end of the track.

When you are in the air, push the controller to the left.

This will launch you over the finish line. Wheee! A really fast time and a cool catch up trick to the leader!

Choco Island

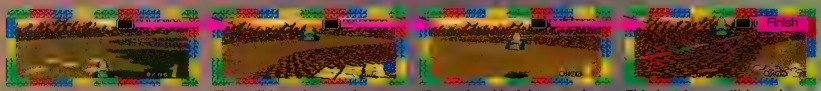


This is the nastiest shortcut in the game. If you have a feather, make your way to the finish line.

Make a U-turn once you cross the finish line and make your way onto the chocolate gravel.

Once you reach the fence, use your feather to jump over it.

Presto chango! You are now in first place!



This shortcut requires a mushroom. Use it at the end of the chocolate lake.

This will launch your character high into the air. Pull your kart to the right a little bit.

If you aimed it right, your kart should hit another jump when it lands.

This last jump will launch you over the second fence and past the finish line

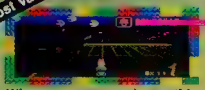
Koopa Beach

If you race along the inside of the lake, you will increase your time by 5-8 seconds But be careful, it's over if you fall in the deep area.

The same strategy applies here. Keep along the inside and jump over the gaps whenever possible.

Ghost Valley

Ghost Valley 1



When you come down this straight track, line yourself up with the bridge ahead. Use your mushroom about five kart lengths before the jump.

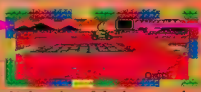
If it's done right, you will be launched up and over to the bridge.

You made it! Be careful not to fall off the edge here!

Bowser Castle

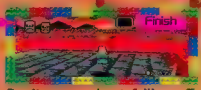
Bowser Castle 1

This one's tough. With the feather in your hand, hit this turbo jump and turn hard to the left.



At the edge of the lava use the feather.

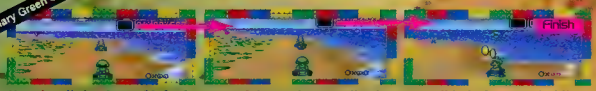
You will have enough momentum to make it to the next straight, avoiding a bend.



Don't worry about falling off, because there is a lip that stops you!

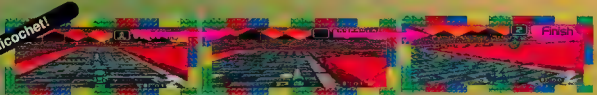
STRATEGIES

Stationary Green Shells



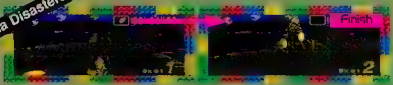
Here is a little piece of info that you might not have realized was possible before. By holding down and pushing the action button, green shells can be dropped directly behind you. This is a very good defensive tactic when your opponent has a red shell.

Ricochet!



When coming down a long hallway and your opponent is behind you, try ricocheting the green shell off the wall in front of you so that it comes back and knocks out the guy behind you.

Banana Disasters!



If you have a feather in your possession at the time you hit a banana, use it to prevent your kart from coming to a complete stop. You'll spin but keep your momentum.

You Know

One final piece of secret information we found: If you have a European (PAL) copy of Super Mario Kart, a convertor and an American Super NES, you can play Mario Kart at Speeds 18% faster than normal!! This is due to the European Mario Kart being tweaked to run at the same speed as the US version on the slower European Super NES. The speeds reached are outrageous, but be warned; the game can crash and corrupt, and overheat your machine! You have been warned!

Welcome to Megafan's *Starfox 64* Guide to the Galaxy, where the richest of spoils are plundered for your gaming satisfaction. On the following pages, you will find the necessary requirements for completing each level the correct way. When a level is accomplished successfully, you'll be given the option to pick which route to take next (if one is available), rather than automatically being transported to an undesirable planet. Any bosses which do not need to be encountered will not appear in this guide to the galaxy, so don't worry!

The Cornerian Solar System

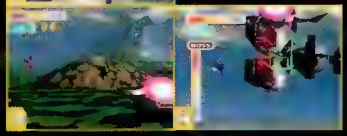
Unlike the original *Starfox*, you now have more chances to alter your course toward Venom. However, it's not as easy as pushing up or down at the map screen, or not as hard as finding a black hole in an lone asteroid. Still, it does require a degree of skill.

Just to make things fun, try to accumulate a Gold Medal for each planet. To do this, you must reach a designated number of kills for that planet. To add to the trickiness, your three wingmen must also survive the level. The rewards are extremely satisfying, as long as you have accomplished this on all 15 planets. If you're truly hardcore, you'll complete all 15 planets a second time. You'll know what I mean once you've done it a first time. If you're truly faint at heart, haven't a clue on hardcoreness or simply want all the surprises revealed, flip to the last part of this section for all the juicy details.

Corneria — Hits needed for Medal: 150

1 Let's start off by saving Falco, you're gonna need him later. Try to time a bomb that detonates in front of Falco. The bogeys on his tail will run right into it, giving you an easy save.

2 Once you hit the lake area, fly under each archway. This will grab Falco's attention. Make sure to take out all the water droids, they're worth +3 Hit points.



3 If you've made it under all the archways, Falco will escort you through the Waterfall.

4 Defeat an old friend, and you've won the choice to advance to Sector-Y or Meteo.

If easier, reach 150 kills by using the New Lock-On feature. Make sure to also take out all the large Red Mechs, they're worth +5 Hit points each.

ZENOAIR

Hits needed for Medals: 150

1 After taking out the two squadrons of blue fighters, take the route above the space carrier from which they came. This is the only requirement for this level.

2 Although you have the choice to pick your route when approach this large space station, it has no effect on the outcome of the level.

3 At the end of the level, you'll face a pair of simian-like mechs. Defeat them, and you'll be challenged by a lone white mech. Take your time with him, and let him land on the platform he first appeared on. Then nail him with a Bomb for an extremely easy kill. By the way, if you've ever wondered what it's like taking out a "Red Eye", now is your chance! *Gundam* Rocks! Uhh, we now return you to your regularly scheduled strategy... or something.

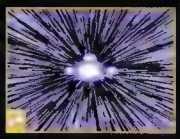
4 No matter which route you take, it's possible to reach 150 hits. I've personally done it using the route described above. It seems a bit easier, with much more opportunities for scoring multiple +Hits.

MACBETH

Hits needed for Medals: 200

1 There's only one requirement for this level, and yep, it's pretty hard. Just after the Checkpoint, you'll have to fly through a series of small rings which propel you faster and faster.

2 Pass through all the rings, and you'll hit light speed. If you miss a ring, the remainders will instantly vanish. Per chance this happens, and I guarantee it will, just scream "Banzai!" collide with an asteroid or two and start fresh from the checkpoint. You did clear the Checkpoint didn't you?



3 Hold on to your space-briefs, there's too much good stuff in here. Too bad you can't take it all with you.

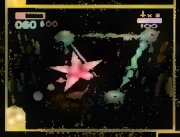
4 It only is it really easy to reach 200 hits on the level using the warp, but it's also an excellent place to stock up when you're going for medals on later planets.

AQUAS

Hits needed for Medals: 150

1 There's no requirements for this level, so just relax, and enjoy the scenery. Try to take out all the clams, they fetch a healthy score, and they usually reveal goodies.

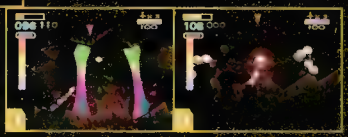
2 When you reach this area of the level, concentrate on hitting all the starfish, otherwise they'll detonate right in front of you. Aside from having a tremendous blast radius, the damage they reap is just as hideous.



3 Use normal lasers to turn the ligaments holding the clam shell into a rainbow-like color. Once this is accomplished, blast it with a torpedo to vaporize it.

4 Now, if you feel brave, simply position yourself directly in front of the main eye, and tap both the torpedo and laser button while performing an in-place roll. This works all to well, and make this creature the easiest boss in the game.

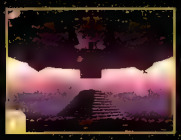
5 To help reach the needed hit count for the gold medal, destroy all the large bio-luminescent fish. Also go for each barnacle-based structure on the top shell of the boss. They're worth +3 Hit points each.



KATARINA

Hits needed for Medal: 150

1 Remember that Fourth of July movie? Well, same deal here, stop the huge UFO from destroying (in this case) the pyramid in the middle of the play field. This is also the level where you meet your new friend Bill.



2 Take out ten ships, and the mother ship will awaken. Watch out for Bill's squadron members, they're on your side!

3 You'll need to take out the four hatches on the underside of the mother ship. The sooner you do this, fewer enemy spacecraft will be deployed.

4 As soon as all four hatches have been disabled, you've got one minute to take out the core, or it's all over! Watch out for traffic!

Tip When going for a high hit count, try to hold off on destroying all the hatches at once; save one or two. This way, enemy spacecraft can still be deployed. Also, it's extremely helpful not to accidentally take out any of Bill's squadron members. The enemies will fly in teams of three and tail Bill's team members. Lock on and get an easy +2 Hit points.

FORTUNA

Hits needed for Medal: 50

1 If you're not powered up, take some time out to scavenge around for energy. You'll also need to take out around ten enemies.

3 Each member of Starwolf has their own spite for your team members, so get ready to do a lot of life saving. As usual, you can count on Slippy the least. If too much time is wasted, a count down will begin, giving you one minute to destroy any remaining Starwolf members. Team Starwolf must be destroyed to successfully complete this mission.

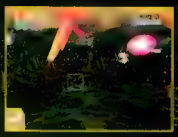
2 Here comes Starwolf! Yep, it seems even the great Fox McCloud has enemies.

Tip It really helps to become accustomed to using the scanner on any of the missions where you face Starwolf. When tailing an enemy, they'll usually try to loop behind you if you lock on to their ship and fire. Instead, take them out with lasers (blue ones do the trick best), but make due with what you have.

ZONESS

Hits needed for Medal: 250

1 This is where you meet the pilot Kat, who just wants to help. To complete this level correctly, you'll need to destroy every search light you encounter.



2 Miss one, and they'll all turn red. This is a no no.

3 Uggh, it's that darned Kat again. She tells you she'll take the lights on the left, but don't get too comfortable. You'll still need to pick up her slack, she's not a good aim.

4 When you face the boss, you can destroy him in a special sequence which will prevent him from submerging and waving around that ball and chain.

5 Because this boss can only be destroyed by bombs, you'll need to get some simply by shooting his projectiles. Once maxed out at nine, take out the exhaust pipes on either side of the big spiked ball. This will prevent it from diving.

6 Now, destroy a cannon and the boss will turn 180 degrees revealing a crane to repair itself. Three direct bombs to the crane will put it out of commission.

7 Destroy the final cannon, and aim for the cockpit area just below where the spiked ball was resting. The cockpit can be destroyed with lasers.

8 Try to destroy every light, even the ones Kat tries to take out, they're worth +2 Hit points each. Using the lock on technique is the only way to earn Gold here!

SOLAR

Hits needed for Medal: 100

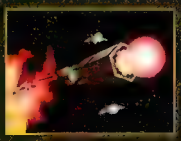
1 Due to the heat, you'll need to constantly refill on life. Bill will try to help, but not for long. You need to hit the large rocks which leap from out of the ocean of lava. The flashing red rocks yield the best of items, Gold Rings and Life refills.

2 When you face the boss, go straight for his arms. If you're low on life when you reach him, you may want to wait until he hurls rocks towards you and restock on life. Otherwise it's a long time between refills.

3 Once you've managed to eliminate both arms, your next target will be his head. But beware, as soon as both arms are gone, he'll leap high into the air sending a huge wave in your direction. You'll need to boost past the apex of the wave to make it out without damage.

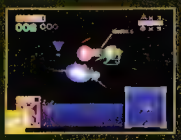
Though only 100 hits are needed for the Medal, it's quite difficult because you're still pressured to maintain your constantly lowering energy level. It's best to reach this planet after stocking up in the Meteo warp zone. Passing through Katarina in one go is worth the trouble, because you'll come across Bill who will assist you later on Solar. Besides making it to Solar with blue lasers and nine bombs, Bill's help is quite a safety blanket.

SECTOR-Z — Hits needed for Medal: 150



1 This level is pretty basic; save the Great Fox from being pummeled by an oncoming onslaught of missiles. It's the only (and most obvious) requirement for this level.

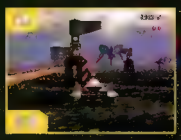
2 The Great Fox will be attacked in three waves. The first wave is one missile, second wave two missiles, and the third wave being four missiles. If you met Kat earlier on Zoness, she'll lend a helping hand and take care of one of the third wave missiles.



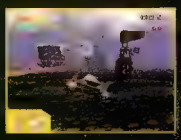
Tip: Sector-Z is precisely the hardest level to score a Gold Medal for. It's best to make it to Sector-Z via the warp found in Sector-X. This way you won't encounter Kat, who will rob you of +10 Hit points when she destroys a third wave missile. You've got enough competition against Falco and Slippy who will also try to single-handedly take out the two of the third wave missiles. For extra hits, take out all the floating debris for +2 Hit points. You can also head in the the rear dock of the Great Fox for wing repair and full energy.

SECTOR-X — Hits needed for Medal: 50

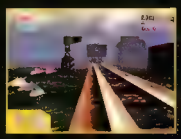
1 There's not much to worry about until you finally come upon the stage boss. It's a good idea to blow up the cargo trailer behind the main engine.

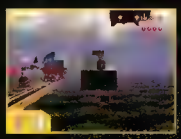


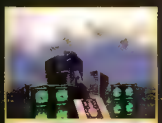
2 To properly complete this level, you must set off eight switches which are placed on either side of the track. A single shot fired anywhere on the numbered switch will set the flag to the right, and reveal a green light. Setting off all eight will cause the main switch box (which lies just past the eight switch) to open. Destroying the main switch box will cause the tracks to change, and alter the stage boss' heading.

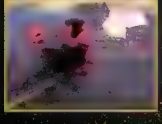


Tip: On this level, it is surprisingly easy to obtain the needed number of hits. Properly defeating the stage boss will award you +50 Hit points. To easily eliminate the large cannons on the tracks, just hit the white gas canisters hitched just before it for a huge explosion.

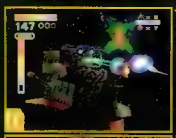






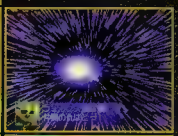


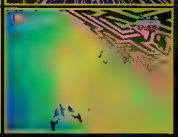
SECTOR X



1 To gain access to Macbeth, you must hastily defeat the end boss. Otherwise, Slippy will try to get in on the action, and will get swatted away towards Titania which will be your next destination.

2 When you hit these three markers, you'll be able to choose to proceed left or right. Head left, and you'll eventually come across four large red squares. Hit them several times and they'll allow you passage to the other side. Clear all four and it's time to hit warp factor five!





Tip It's really difficult to take the warp, each of the four squares takes several hits. It's much easier to make it to Sector-X from Katarina with blue lasers. This way, Bill will show up to save the day and take your slack while you focus on more important things like those squares. If things look too close for comfort, launch a bomb.

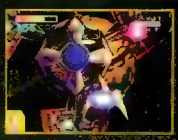
TITANIA

1 Whether you lost Slippy or not, the last boss seems to have grown quite attached to him.

2 Once all the limbs have been removed, the boss' heart will expose itself, giving you plenty of time to dig in!

3 When trying to reach 150 kills, make sure to destroy all the large red land crawlers, they're worth plenty. Don't hesitate to use a bomb when you see too many enemies on screen, and not enough time to lock on. The level is riddled with bomb and ring power-ups so make good use of them.

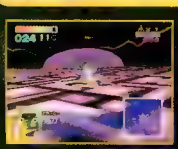
ARWING



1 The boss for this level is pretty tedious. It must be taken down in pieces. First start with the pink energy discs, then the tentacles. Once this has recycled, the boss will begin to fire, giving you a chance afterwards to do some damage, then begins the vicious cycle.

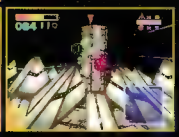
Tip A helpful tip for reaching 300 hits is to launch a couple of bombs into the space mine field you come across at the beginning of the level. It's easy to come out with 50+ hits every time!

[illegible]



1 Disregard the fighters, and let your wingmen handle them. Your main concern is taking out that shield and destroying the cylindrical structure it guards.

2 You'll need to put each of the six towers out of commission to shut the shield down. Once down, more fighters will appear along with Starwolf, depending on which path you took, or if you didn't destroy them previously.



Tip Upon reaching 150 kills, take out all the cannons that surround each of the energy towers. Once the shield is down and the central tower is up, take out all the flashing yellow blocks leaving only one. They're worth +10 Hit points if taken out early. Then focus on Starwolf. When Starwolf is out of the picture, milk as many fighters out as you can before finishing off the final yellow block.

STARFOX 64

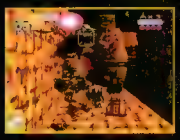
WARNING! GAME SECRETS REVEALED!!

VENOM

Hits needed for Medal: 200

A

1 If you're lucky, you'll make it to stone ruin with blue lasers.

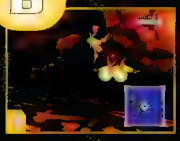


2 Once inside, quickly lay into the running stone warrior ahead. Upon first contact, aim for the smaller portions of it's body, saving the larger sections for later, as you won't get such opportunities later.

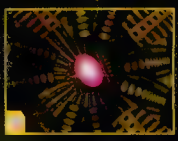
3 When the large stone warrior jumps, he causes large sections of the walls surrounding walls to jump right out in front of your path. When this happens, hit the brakes and look for a way through the maze.

4 This level is just as tough as Sector-Y to score the proper number of hits. It's less nerve-wracking to invest the time in powering up your lasers on Area-6 before even heading to Venom-B. With blue lasers, it's much more painless to take out Starwolf fast. You must take them out quickly, while they're still worth +50 Hit points. Otherwise it's impossible to reach 200.

B



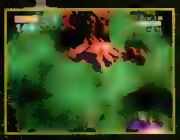
1 Uggh, just what you needed, another glorious encounter with the Starwolf pack!

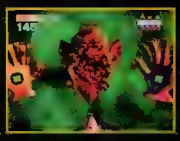


2 Take care of business, which basically implies hopping from wingman to wingman saving them from a pursuing Starwolf member. Finish off Starwolf and it's off to see Andross.

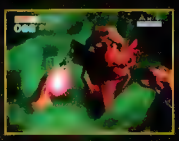
ANDROSS

1 Here is Andross' basic pattern, he'll punch low with his left hand first. Then high with left hand again (watch out for his left on the way back, he's tricky). Now he'll follow it up with a low right, a hand clap that encompasses the center of the screen, a quick inhale finshied off with the follow-up exhale.

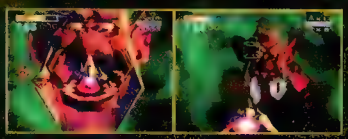




2 Just for laughs, launch a bomb into Andross' mouth when he inhales!



If you'd like to have a little fun before you finish off Andross, tag him in the left eye. This will make him flinch an expose his right palm. Take out the right palm first, since this is the one he shoots from. Shoot him in the right eye and take out his left hand. When his hands are toast, aim for the eyes.



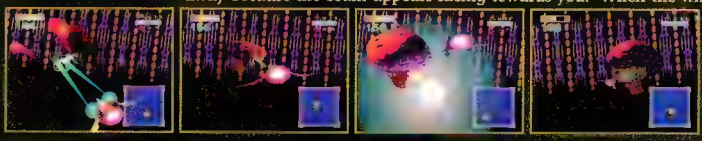
Rather than going straight for the kill, stock up on apples once Andross' hands are gone. Simply hold on to the brake button when Andross begins to inhale. Release it when the coast is clear, and start shootin' fer goods!

ANDROSS 2

Once the fleshy material is gone, aim for the eyes on the robotic skull!

If you make it here with blue lasers, this boss is truly a pathetic joke.

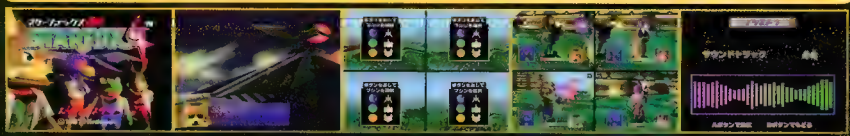
First take care of Andross' heat seeking eyeballs (gross!). Next, you'll challenge the brain. It's surprisingly fast, and can easily become a nuisance to eliminate. Your target is the little grey matter that it uses as it's second pair of eyes. However as soon as you face it, it turns to protect it's vital spot. To avoid being sucked in use this simple pattern, proceed head on and shoot the brain in the large pink area. This will cause it to teleport behind you. When this happens, immediately press down and brake to flip a U-turn. While U-ing, take a look at your scanner to check where exactly the brain appeared and make the necessary flight corrections. Now's your chance. blast away because the brain appears facing towards you. When the window closes and the brain resumes a defensive posture, start the pattern over.



When the brain is dead, you'll need to escape fast! Hold on the the boost button and follow Fox's good ol' pop to safety!

EXTRAS

Requirements: Gold Medals on all Planets x2



This section is dedicated to the lazies up in the treehouse! Once you've beaten Starfox, try collecting the Gold Medals on all the planets. When this is accomplished, you'll be awarded with a few options. A Music player, the tank vehicle in VS. mode, and an Extra game in which Fox mimics his father and wears his sunglasses at night. Beat the Extra game which is the same 15 planets at a slightly faster pace with more enemies, and at a higher difficulty. So high, that one hit causes your wing to break. Acquire all Gold Medals in the Extra game and you've won a peachy title screen and the actual characters in the VS. Mode! Whoopee!

StarFox 64 ends

Q&A CHIEFCHAT

Listen up people, this here's Chief Hambleton, commandeering the Question and Answer section. After a hard day's carnage, there's nothing I like better than sitting down to read a little mail. And this is where you come in; MegaFan needs your thoughts, topics for discussion, opinions, questions, artwork, your best game times, wish-lists and any other interesting matter! There's a GAME OF YOUR CHOICE* for the best letter! Scribble something down and send it pronto, ya hear?

Dear Q&A,

Is there something wrong with the PlayStation? Several of my friends were complaining that the FMV movies and sound skipped constantly, even on a new game. I dismissed it at first, thinking that they just didn't take care of their games. I even tried their games on my PlayStation and they worked fine. A few days ago, my PlayStation started acting up. Movies are now playing extremely choppily and music either skips or struggles and then doesn't play at all. This shocks me because I take excellent care of all my stuff. My CDs are all flawless and the PlayStation looks like it was bought yesterday. Is there some sort of problem with the PlayStation that Sony isn't telling us? Have the staff at GameFan and MegaFan experienced similar problems? And light you could shed on this subject would be greatly appreciated.

Jeremy Burgess
j.Burgess@m.cc.utah.edu

CH: You say your PlayStation looks like it was bought yesterday; well, if it is actually a year old or less and you still have the correct documentation, the manufacturer's warranty should cover it; check your retailer for further details. Failing that, try phoning Sony's customer care line (1-800-345-7669); they can solve any minor technical problems you have with your machine. Regarding the particular problem mentioned; yes, MegaFan staff have experienced problems of skipping sound and CG cinemas, and this is almost certainly due to overheating (as we have the tendency to leave PlayStations running for hours on end!). The remedy? Not much I'm afraid; PlayStations that start to skip continue to worsen until they give up playing completely... but there is a way to prevent such a catastrophe; play your games for no longer than an hour at a time, and then take a fifteen minute break (with the PlayStation unplugged).

Those hardcore gamers who simply laugh in the face of such a plan, require long exposure to PlayStation gaming and finally end up with a skipping PlayStation should try placing their PlayStation over onto the lid after the game loads (or even standing it on its side!); this seems to solve skipping... for a while. Finally, those with a spare screwdriver and no regard for their warranty and/or personal safety should do what Waka did; dismantle your PlayStation, remove the heat shield (er... a large metal plate) and fit a mini fan inside the unit! However, we'd NEVER recommend that sort of action; it could all end in disaster!

Dear Q&A,

1) Is it true that *Tekken 4* is coming out for the PlayStation 2 (or black PlayStation, white PlayStation or regular PlayStation - pick your choice!), and when?

2) Will there really be a Saturn 2 version of *Virtua Fighter 4*? Give me information on this game!

3) Do you think Midway will make money if they *release Mortal Kombat 5* for the PlayStation and Nintendo 64? Will there be such a game next year?

4) Why does Namco keep making new *Tekkens* every year? For example; *Tekken* (1995), *Tekken 2* (1996), *Tekken 3* (1997), *Tekken 4* (1998), and maybe *Tekken 5* (1999). Boy, Namco must like the PlayStation!

Lindsey Davis III
Maywood, IL

CH: A freak worm-hole in the space-time continuum was obviously responsible for this missive. Unfortunately, I can only answer the questions for the year 1997, but I'll do my best...

1) Tekken *4... hmmm. As development on* Tekken *3 for the PlayStation has only just started (Namco are hoping for a Christmas 1997 or early 1998 home release), I can only speculate on the fabled* Tekken *4. It is 75 years after the third Iron Fist Tournament. Heihachi is 151 years old, but ready to defend his zaibatsu to the last... again. Sony have talked about the PlayStation 2, but nothing is concrete yet. The 'black' PlayStation is a development system used by programmers. The 'white' PlayStation is a unit for Asia only. Hey, what about that 'blue' PlayStation?! That's my favorite!*

2) Okay! Here's all the Virtua Fighter *4 information I have. None! It hasn't even been announced yet! And neither has the Saturn 2! Are you crazy?*

3) Undoubtedly. But then, Mortal Kombat *4 hasn't been released yet, so I wouldn't hold your breath for* MK *5. Perhaps it will appear... in 1999!! I'd rather get excited about* Mortal Kombat Mythologies, *myself...*

4) Er... nurse, the screens!

Dear Q&A,

Street Fighter 3 has finally been released and it is one of the best games I've ever played. I like the new path that Capcom took by choosing all-new characters, except for Ken and Ryu.

There's the problem. Why didn't they also replace Ken and Ryu? I mean, come on now, anybody who can't use them by now is an idiot. They are exactly the same in all the *Street Fighters* which results in monotonous gameplay. Maybe it wouldn't be so bad if they were toned down, but no, they've actually been improved upon again. By having no air blocks, people can use these characters very cheaply and it angers me to see that Capcom isn't aware of this. They're the only characters in the game that have projectiles (Oro's stupid bubble doesn't count). Again, this gives them an unfair advantage.

In my opinion, it should not be a sequel if someone who's never played a game before can pick an old character and dominate the arcade by using the same tactics as before. These two characters totally offset the balance of the other characters in the game. Other than that problem, hats off to Capcom for making the best arcade game in a long time.

Matt Puskar, PA

CH: The mighty Ryu-san and Kenneth were kept in the game for two main reasons. First of all, the storyline demanded it. Secondly, if you think of Street Fighter, *you think of Ryu first, then Ken second. The two characters are synonymous with the game itself, have been in every version of the game. Street Fighter without Ryu and Ken is like the* X-Files *without Scully and Mulder; the two biggest stars! Although Ryu and Ken aren't our favorite fighters (current tournament players choose any of the new cast... er, except Elena), they're definitely powerful dudes; but the main way to defeat these 'Old School' characters is learn the tactics of the newcomers. Yun and Yang are particular favorites, and they go up very well against these two veterans. Anyway, what do the rest of you think? Ban Ryu and Ken? Or learn to live with them? Over to you!*

Dear Q&A,

I'm a fan of RPGs, and that's the reason I'm writing. I'm so fed up with all these RPGs on the PlayStation and Sega Saturn, but not on the Nintendo 64. Why did they have to make *FFVII* on the PlayStation? I'm starting to go mad waiting for the *FF* series to be on the Nintendo 64 (or some other game like *Chrono Trigger*)., so will there be a *FF* game on the Nintendo 64 (or at least, another good RPG)? If so, please send me a list of all of them.

Finally, should I get rid of my Nintendo 64 for a PlayStation (as it has loads of RPGs)?

James (the Raygun) Deever,
Topek, KS

CH: Square chose the PlayStation because, according to them, their vision of the Final Fantasy *series couldn't be done justice on the memory constraints imposed by cartridges.* FFVII *on the Nintendo 64 would mean no FMV and less textures and backgrounds (apparently), so Square opted for the Sony route. Er... and of course, Sony may have paid them a huge great stack of cash for the move as well (er allegedly).*

Well, Mr. Raygun, for a RPG fan, you've certainly made an interesting purchase; you've gone for a system totally devoid of RPGs! Looking down my release of N64 titles, I see... erm... er... Zelda *and* Mother *(both with no concrete release dates i'm afraid)! Even so, these aren't your traditional* Wild Arms*-type affair; they're more action-orientated like* Super Mario 64. *The only 'traditional' RPG announced (aside from Namco's RPG which we know nothing about) is* Imagineer's El Tale *- scheduled for a late 1997 release... in Japan!*

So... there's no traditional top-down wanderings for the Nintendo 64 until at least 1998... James, i'd personally hang onto your Nintendo 64 for the moment (there's some great games from other genres on the way!), but definitely consider a PlayStation... especially after our MegaFan strategies!

Your thoughts and opinions are very welcome!
Please send your letters to:

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AGOURA HILLS, CA 91301

Alternatively, e-mail one of my minions (and mark your letter 'Chief Chat') at this address;
dhodgson@metropolismedia.com

I'll return to my bulging sack next issue.
Until then...

*For the Nintendo 64, Sega Saturn or Sony PlayStation only. Current American release only. Please specify alternatives in the event that a game is unavailable.

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TAMAGOTCHI™

I bet you're wondering what this page is doing in your new, shiny, economy-sized strategy magazine, seeing as how there's very little strategy here. Well... uh... I don't have the answer for you either, but we thought Tamagotchis were cool, so enjoy this page and shut up, OK?

Now that introductions are out of the way... If you've never seen a Tamagotchi, many of you are probably wondering "Hey! What's this fruity pastel-colored layout? What are these ridiculous little blobs with eyes?" Leave it to the master 2•Skoopz to provide you with the answer: Tamagotchi are little space pods that house a living, breathing, virtual pet! OK, OK, so they *are* just a collection of pixels on a tiny dot-matrix screen... but we can *pretend*, right??

Your Tamagotchi will require constant attention - be prepared to spend hours playing with, feeding, cleaning up after, and generally just taking care of your Tamagotchi.

Doesn't sound like your thing? That's what many of us here at MegaFan thought... until we tried it. Know this: In Japan, Tamagotchi is incredibly popular with all ages and both sexes - many a businessman has been embarrassed at a board meeting when his Tamagotchi started beeping away at him! (I forgot to tell you about that; Tamagotchi beeps madly when it needs something.)

Bandai's wacky new first series (White, Green, Yellow, Pink, Purple, and the sought-after Translucent Blue) of Tamagotchi in the US is available at all fine toy stores. You gotta reckonize the power! - 2•Skoopz

Babytchis

Tamago
It all ... After five ... will hatch into Babytchi...

Babytchi
Babytchi requires constant attention... have an hour to ...

Marutchi
After a little while, Babytchi will become Marutchi.

Tamatchi
If ... Marutchi right, it ... 3 days it will become Tamatchi.

Kuchitamatchis

Kuchitamatchi
If you treat your Mametchi just OK, in ... days it will become Kuchitamatchi.

Mametchi
In 4-5 days your Tamagotchi will grow up. Mametchi is the most Adultchi.

Ginjirotchi
If you treat you... well, but aren't a ma... you'll likely get Ginjirotchi.

Adultchis

Masukutchi
Masukutchi ... level Tamagotchi. It ... wakes up and goes to bed la...

Kuchipatchi
Kuchipatchi is also mid... level. It's considered to be the main character...

Tarakotchi
Tara...chi is weak and ... you treat your pet bad...

Nyorotchi
Nyo...chi is the most sickly Tamagotchi... It won't live very long.

General Tamagotchi Raising Tips

- Snacks are not good. When Tamagotchi is hungry, feed it meals. However, Snacks are an easy, quick way to make Tamagotchi happy if you have no time to play the game. One snack adds two ounces of weight, though, so be sure to play the game later to work off the weight.
- Don't wait for Tamagotchi to ask for what it wants. Check on it constantly - every 15 to 30 minutes if possible.
- Check on Tamagotchi as soon as it beeps. If it refuses to play or eat, discipline it.
- The time before Tamagotchi's bedtime is critical. Make absolutely sure it's full, happy and clean, because at night you have no control.
- If Tamagotchi gets sick, bust out straight syringe action. But don't give it shots for no reason!
- Whatever you do, never, never, never leave the light on when Tamagotchi sleeps...

Tamagotchi in Japan: Sheer Madness!

The original Tamagotchi was first released in Japan in late '96, where it promptly started a craze. In February, when "Shinshu Hakken! (New Species Discovered!!) Tamagotchi" came out, the lines stretched for blocks. Bandai expects the same to happen when "Umi de Hakken!! (Discovered in the Ocean!!) Tamagotchi," "Mori de Hakken!! (Discovered in the Forest!!) Tamagotchi" and "Tenshitchi no Tamagotchi (Angeltchi's Tamagotchi)" are released in the coming months. Bandai is also releasing a GameBoy version, "Game de Hakken!! (Discovered in a Game!!) Tamagotchi," in July, and a cellular phone with built-in Tamagotchi functions called "Tamapitchi." Japan gets lots of Tamagotchi merchandise, too, ranging from "image" music CDs, stuffed animals, pens, notebooks and the like to the candy, strategy guide and, er, underwear shown here.

Original Tamagotchi

Shinshu Hakken!! Tamagotchi

Umi de Hakken!! Tamagotchi

Tamapitchi Cellular Phone

Mori de Hakken!! Tamagotchi

Tenshitchi no Tamagotchi

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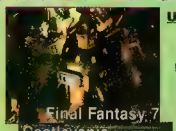

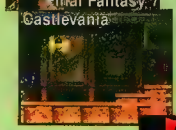

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Tobal No.2
Final Fantasy 7
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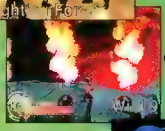
Castlevania X
Bushido Blade
Critical Depth
NHL Breakaway 98
Abe's Adventure



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NINJA
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VR Pool
Dragons Lair 2
Lunar
Quake
Resident Evil
Shadoan
Capcom Collection
QB Club 98
Fighting Force
Wild 9
Virtual Pool

64 JAPANESE IMPORTS PlayStation

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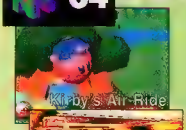
Buggie Boogie
Dual Heroes
Go Go Troublemakers
Goemon5
Holy Magic Century
Kirby's Air Ride
Mother 3
Rev Limit
Robotech
Sonic Wings
Sumo 64
Yoshi's Island 64
Zelda 64
VR Golf



PlayStation Titles
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Tobal 2
Final Fantasy Tactics
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Brigandine
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Ghost in the Shell
Saga Frontier
Tales of Destiny
Gundam (Battle Master)
Zero Divide 2
Mad Stalker
Dragon Ball GT
Ace Combat 2
S.F. Collection
XMen vs. S.Fighter
Metal Gear

Saturn Titles
XMen vs. S.F.
Fake Down
D-XHird
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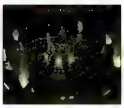

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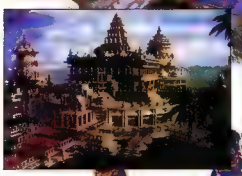

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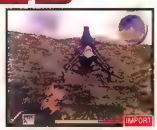

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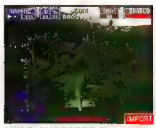

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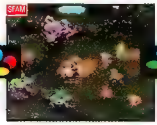

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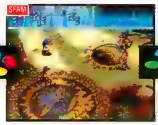

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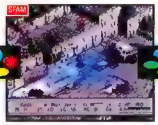

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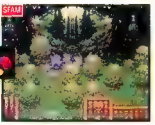

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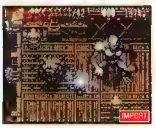

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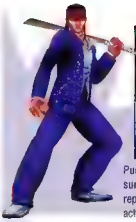

Last Bronx

Pure fighting brutality, polygon style. Arena surrounding, heavy hit multiple camera repeats, and metal pipe to skull pounding action make Bronx a sure purchase **$69.95**

X-Men vs. Street Fighter

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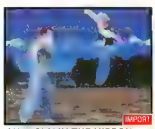

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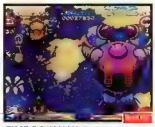

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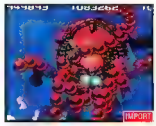

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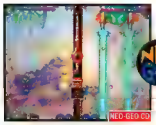

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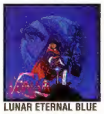

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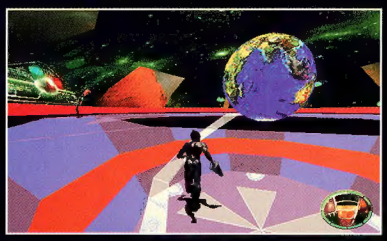

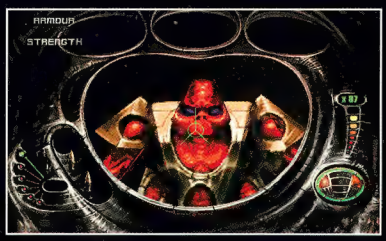

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